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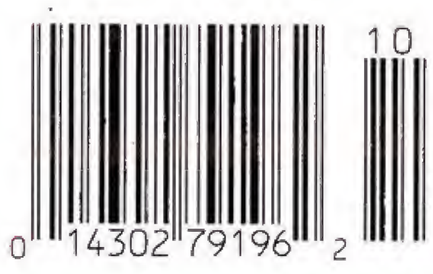

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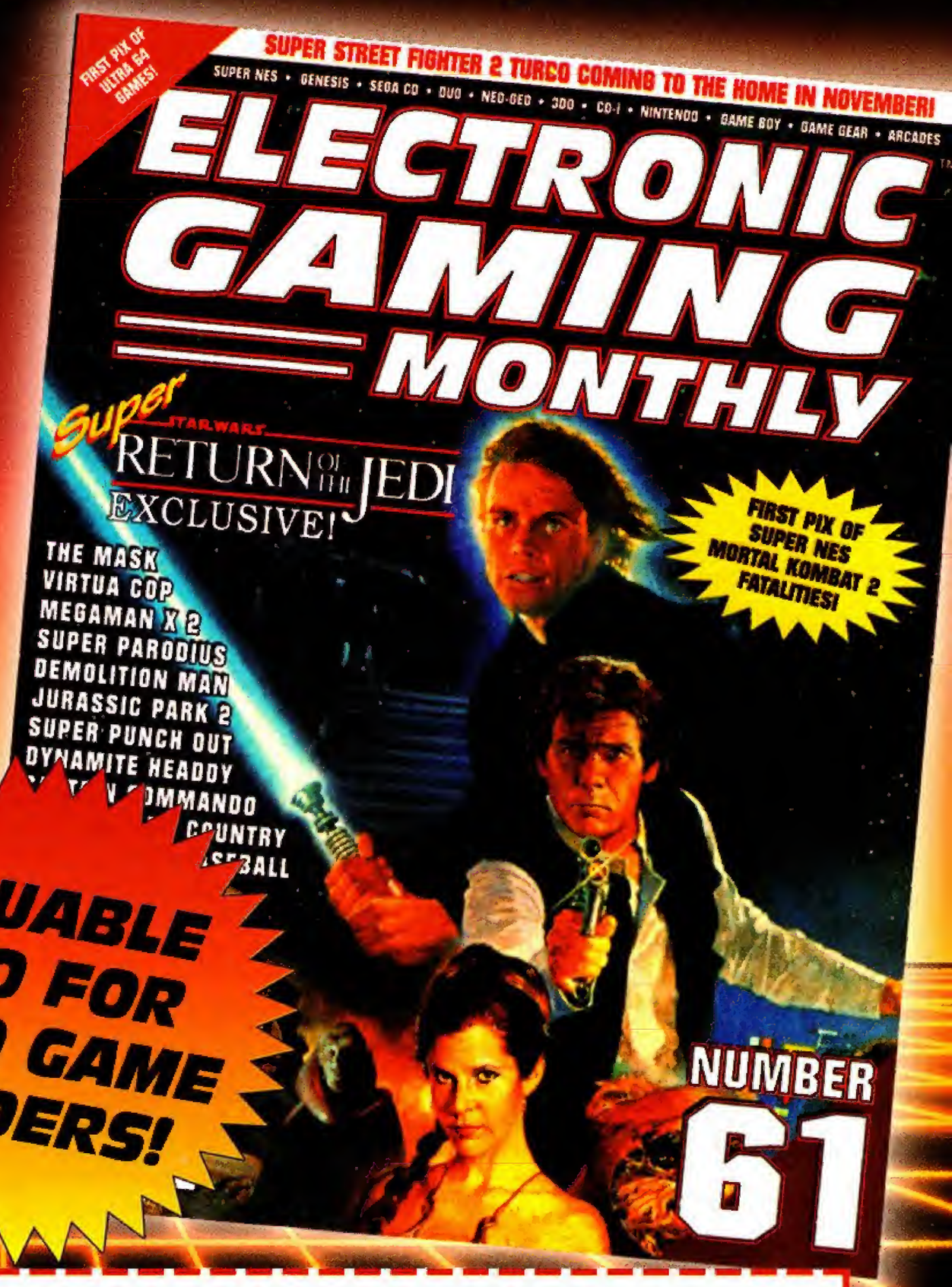

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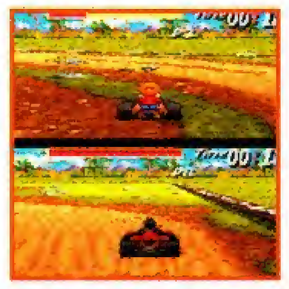

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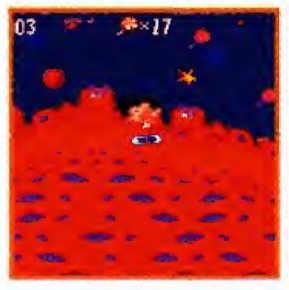

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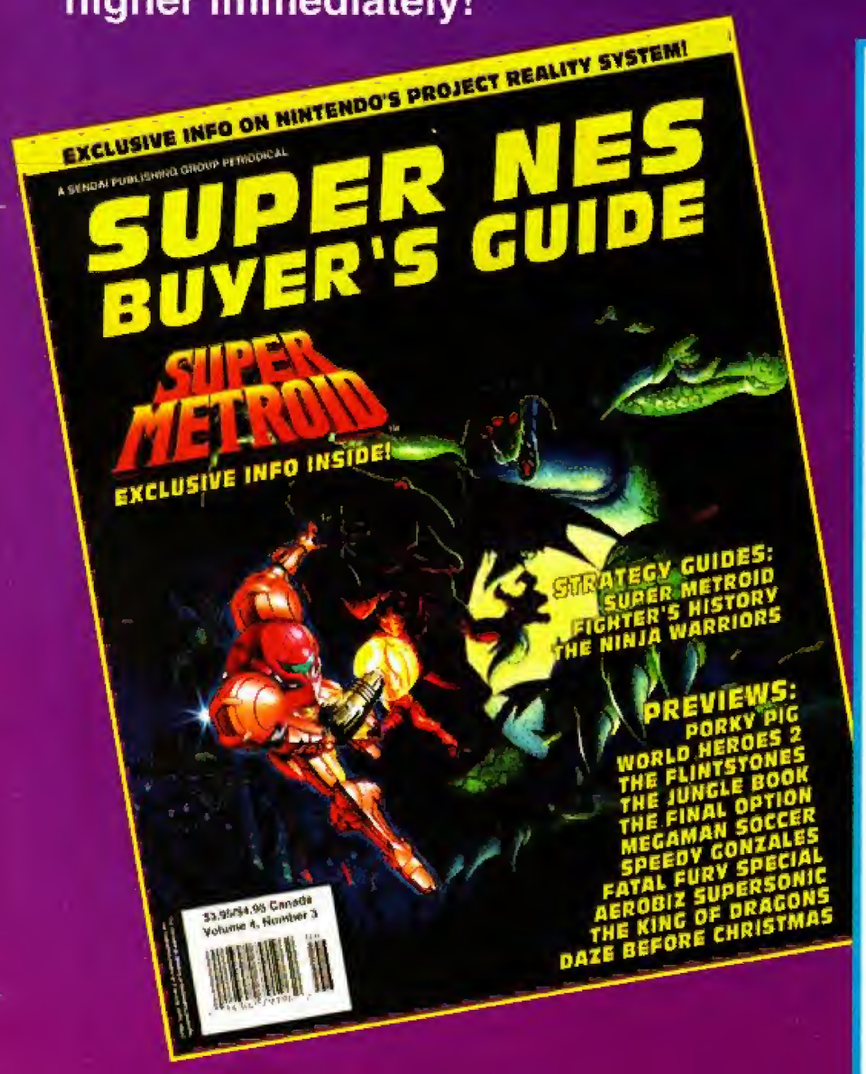

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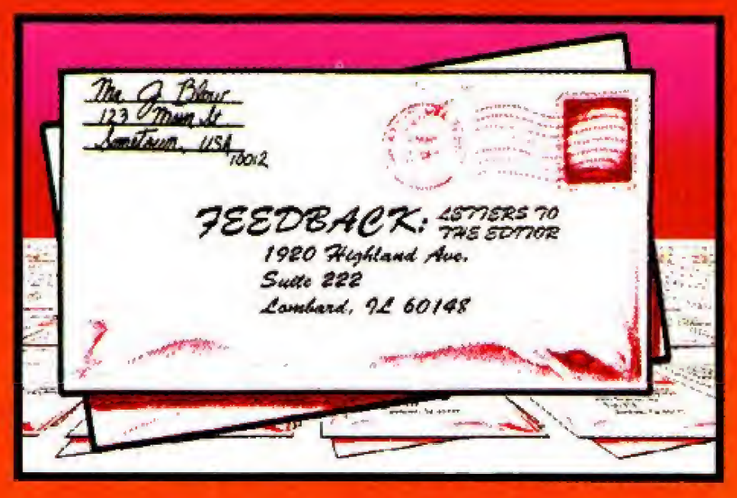

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GOOD JOB, NINTENDO!

I would like to congratulate Nintendo of America on making the great choice of getting a rating system. I'm glad to see Nintendo change perspective of video games, from always unoffensive to "living on the edge." It's nice to see that games like Mortal Kombat II will be true to what they are, meaning the blood and fatalities. Thank you, NOA, on your fine choice of quality that you have made and that which you're making in the present and future.

Ernie Ortiz
San Bernardino, CA

You won't see any sweaty scenes like this when Mortal Kombat II is released.

(Ed. There were sighs of relief everywhere when Nintendo announced they would adopt a ratings system. It seems they finally listened to the consumer on this one and it is obviously for the better. Anyone who saw the Super NES version of Mortal Kombat II at the show will tell you it looks incredibly like the arcade version and has everything—blood, fatalities, friendships, babalities, hidden characters. MK II isn't the only game to benefit from the ratings; several other titles won't have to worry about having even the most minute details changed—like making the female enemies in Final Fight II into males. This ought to make the rivalry between the heavy-hitting Sega Genesis and Super NES systems even bigger, as Sega hardly ever censored their games and was the first to adopt a ratings system.)

THE SUPER NES WARS...

I bought a Game Genie for my Super NES, and I was wondering how do you make codes for it? I paid $40 for it. Now they say if I want new codes, I have to send them more money. Why don't they teach us how to make the codes, I mean how complicated can it be? Can you find out the system for making codes? It would really help a lot. Another thing, I own a Super Nintendo, Sega Genesis, and a Sega CD. In my opinion, the Super NES is better. I'm no expert, but when I see the graphics on the Super NES and then on the Genesis, I know which one is better. I didn't like the Sega CD—the Super NES is even better than CD technology. I paid a little over $100 for it and it's better than the $350 I paid for the so-called "Next Level."

Dwaine Smith
Belle Glade, FL

Game Genie codes can add extra fun to games—like flaming knock-downs!

(Ed. One place to find great Game Genie codes is on the InterNet computer system, if you don't want to keep paying for new codes to be sent to you. Another way would be to try and hack them out yourself, but that isn't very practical. The bottom line is there isn't any way to "learn" how to make Game Genie codes. As to your other point, we have gotten several letters about the Sega Genesis and the Super NES systems, and there are some people who think the opposite of how you do—they think the Genesis is better than the Super NES. It is true the Genesis did come out first and does have more titles available. However, more isn't necessarily better. As to graphics, yes, the Genesis doesn't have the same color capacity as the Super NES system. Yet, there have been some recent titles for the Genesis system, where you'd think they were Super NES (like Gunstar Heroes and Shinobi III). As for the Sega CD, many people were disappointed in the early releases. Keep in mind, though, if you think the games for the Super NES are impressive now, just wait until the release of Donkey Kong Country. This game was Nintendo's main feature at the Summer Consumer Electronics Show with eye-popping graphics. Could it boost Nintendo to the lead in the video game wars? Stay tuned...)

NEO•GEO CONVERSIONS

I own a Neo•Geo and I think you'll agree with me that if you want real arcade quality games this is the system for you; that is why I purchased this system. Obviously the price is steep, but if the games are good it is worth it, right? I love their games like Samurai Shodown, Sengoku, and World Heroes 2 Jet. Now here is the problem. I am not rich, so why the heck should I go out and pay 200 bucks a pop for a game when in a couple of months it is on a 16-Bit system for 50 bucks, with minimal difference! How can they take a 100+ Meg game and shrink it down to 30 Megs and retain all the quality? If I knew 16-Bit systems could reproduce my Neo games I would have never bought the thing. I also hear SNK is making a CD Neo•Geo that will have all the games from the cartridge system on CD, also for only $50 each. Have I made a mistake in buying the Neo•Geo?

Sean Akarsoy
Bethlehem, PA

The Neo•Geo version of Samurai Shodown. Is the Super NES version better?

(Ed. Ever since Neo•Geo conversions have been hitting the Super NES system, they have been getting better and better. Credit definitely goes to Takara, the company that has been doing most, if not all, conversions of the popular arcade titles for home systems. As for minimal difference between the Neo and the Super NES versions, the graphics on the Neo are much better than those on the Super NES, but keep in mind, the 16-Bit system simply doesn't have the same capacity as SNK's system. Not to say the Super NES versions don't sport some incredible graphics of their own, it's just the Neo does have some advantages over the Super NES. As to your other question, yes, the Neo•Geo will have a CD system coming out here in the fall of '95, and the games will probably cost in the $50 range.)

MORE VARIETY

All you see now are ads for fighting games. For example, Mortal Kombat II and Super Street Fighter II. Don't get me wrong, I like fighting games. They should spend more time making adventure games of role-playing instead of making repeats of the same game over and over again. I hope I'm not the only Super NES player with this viewpoint.

Corum Van Esch
Ontario, Canada

New characters: Nightstalkers is Capcom's latest arcade fighting game.

SF MOVES IN AN RPG

Since people are complaining about companies making too many fighting games instead of RPGs, then why not just make a RPG with battle scenes like Street Fighter II? Kinda like a mix between Shining Force and SF2. Maybe you can do that Fireball motion and a wizard can shoot out lightning!

Billy Teng
Elmhurst, NY

(Ed. First, Corum, there do seem to be more fighting games being released. By the same token, there are just as many other games being produced. Usually the really big titles get mentioned [and over-mentioned], while the smaller and usually better ones get pushed aside. There is plenty of variety out there, you just have to look for it. As for Billy's suggestion, the folks at Square are way ahead of you. For their upcoming Final Fantasy III, several characters will have moves that are performed and executed similar to those of characters in Street Fighter II [just wait until you see the Spinning Piledriver!] It's an interesting combination.)

Final Fantasy III will feature moves with Street Fighter motions.

THE SUPER GAME BOY

I have noticed Nintendo preparing the Super Game Boy and Donkey Kong, the first game that takes full advantage of this new peripheral. I was wondering, what are Nintendo's plans for this new converter? I am also a fan of short, fat characters. I was concerned, are there any Kirby or other such games scheduled for production on the Game Boy and Super Nintendo systems?

Brandon A. Smith
Detroit, MI

The Super Game Boy allows you to play Game Boy games on the Super NES.

(Ed. The Super Game Boy system doesn't just allow you to play Game Boy games on your Super NES, but also lets you color the games as well. Future releases for the system will also be encoded with even more options, but any old Game Boy title can be played on the system.)

SUPER NES HI-TECH

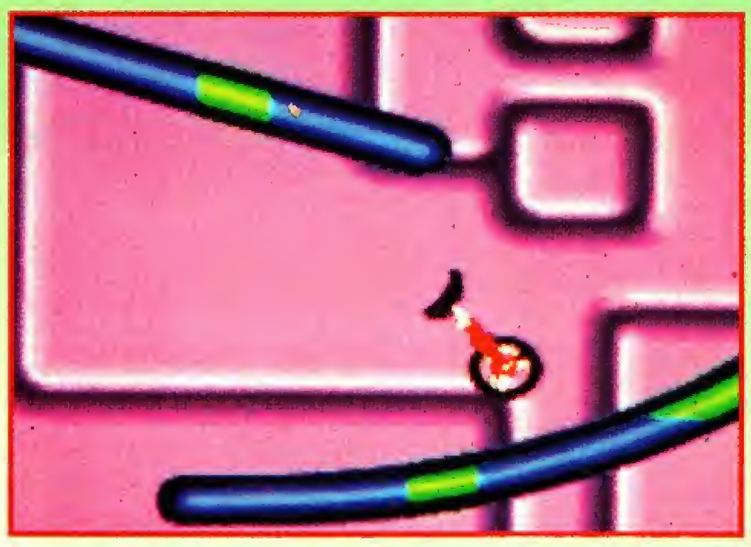
THE NINTENDO 64-BIT 'PROJECT REALITY' RENAMED 'ULTRA 64,' DUE IN '95

THE ULTRA 64 SYSTEM:

The first two 64-Bit titles for Nintendo's upcoming Nintendo Ultra 64 game system were unveiled at the Summer Consumer Electronics Show, giving consumers a glimpse of what's to come.

Previously called Project Reality, the two games for the Ultra 64 were Killer Instinct and Cruis'n USA. Both will be released in the arcades later this year, with home releases the following year. The first game, Killer Instinct, is a 3-D futuristic fighting game that was developed by Rare Ltd., a U.K.-based company responsible for the popular Battletoads games. The other Ultra 64 title, Cruis'n USA, features America as the racetrack. Players zoom from San Francisco across the country. The finish line: The White House. Other titles are in the works with Acclaim signing on as the first third-party licensee to create games for the system.

On with the show: of all the games at the Summer CES, the hands-down winner was Donkey Kong Country.



Uniracers is another game employing Donkey Kong's technology.

Just as Super Metroid was the best game at the Winter CES, Nintendo again has another winner—this time with a character introduced over 10 years ago. Coincidentally, DKC uses the same technology as games for the upcoming Nintendo Ultra 64 system. With unbelievable ACM (Advanced Computer Modeling) technology and atmospheric sound, Donkey Kong Country will surely be a big hit when the 32-Meg cart is released this November. Nintendo will definitely set a new standard with the computer-generated graphics of this cart. Another Super NES title to utilize the same technology as DKC is Uniracers, a new title that will also set a standard for racing games. With 16 different unicycles to pick from (each given 6,000 frames of animation), the game also features two-player split-screen racing action. Uniracers will be released by Nintendo this October. There will also be some "simpler" 16-Bit releases from Nintendo, including the SuperScope game Tin Star, the sports title Super Punch-Out!!, Tetris 2 (a new version of the popular 8-Bit title), and Illusion of Gaia, an RPG due this September.

NAKITEK'S GAMESAVER:

Tired of games with no Password or Save Game Function that you have to pause or play straight for days on end? Nakitek presents the GameSaver, a cartridge (shaped like a Pro Action Replay) that doesn't save games, it simply "remembers" the spot you were at when you turned it off. Simply plug the cartridge into the top of the Super NES peripheral the way you would any game and then plug the game into the top of the GameSaver. By pressing a series of buttons, you can save your spot in a game with its erasable ROM function. Using four AA batteries, the GameSaver will remember your spot for up to 30 hours. There is also a rechargeable battery pack, similar to the Nakitek Action Pak Plus. The GameSaver cartridge also has a slow-motion feature allowing you to adjust to half-quarter speed. The GameSaver isn't only for use with your system—it will work on any Super NES system. The GameSaver is due for release this fall with a retail price of $49.95.

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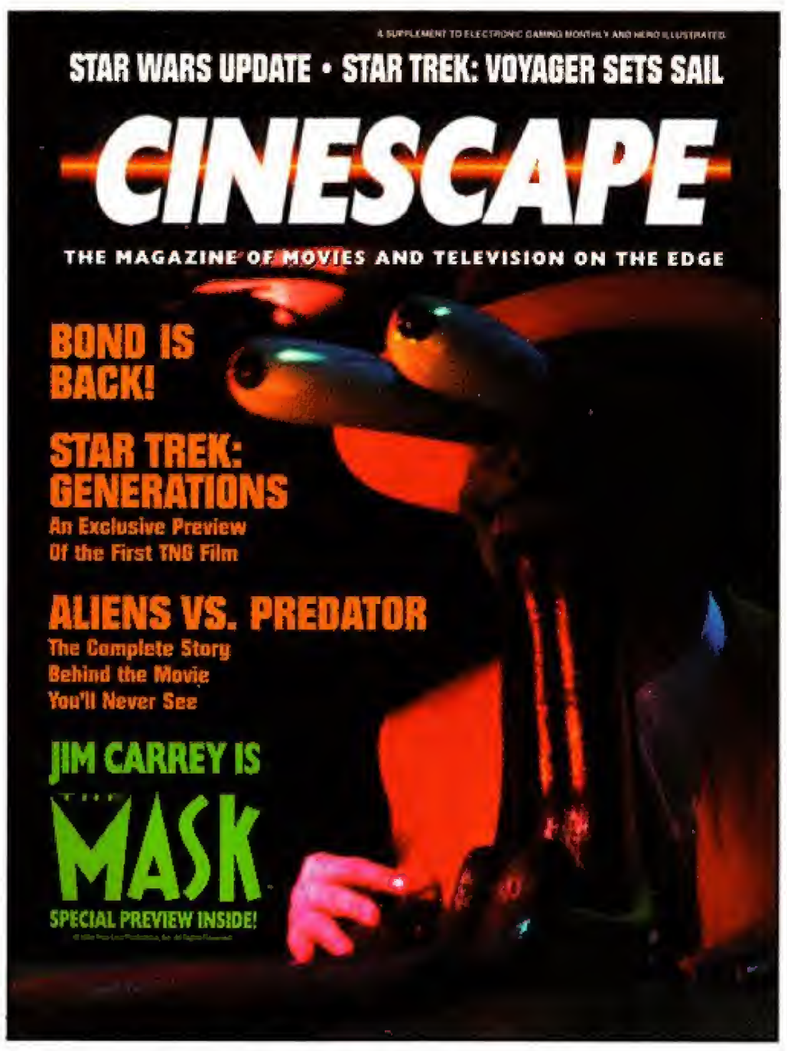

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SUPER NINTENDO TRICKS OF THE TRADE

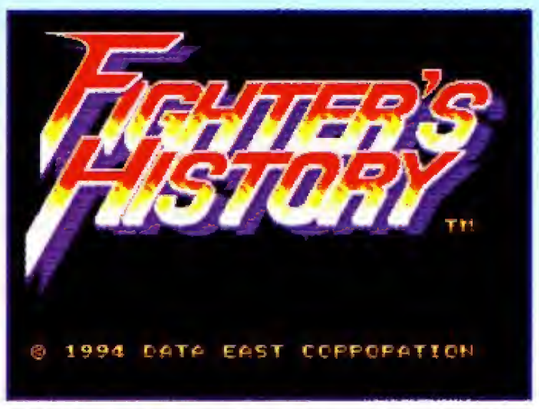
FIGHTER'S HISTORY

By Data East

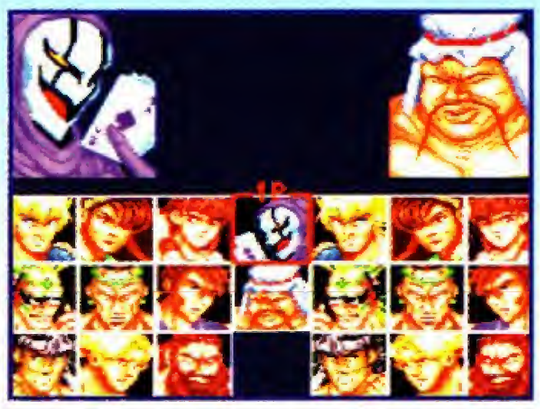
Play as the Bosses:
Now you can play as the two Boss characters in the game, Clown and Karnov! To do so, turn the game on and wait for the Title Screen to fade in. Then, on controller one, enter the following code: RIGHT, RIGHT, UP, UP, L button, R button. You should hear a chime. Now go into any of the options and you can pick Boss fighters Clown and Karnov! Finish the game with either of these two and check out their unique endings.

Clown's Moves:
Pick-A-Card: Hold back, then forward with any punch. Ball Roll: Hold back, forward with any kick. Head Stamp: Hold down, up with any punch. Spin Drop: Hold down, up with any kick.

Karnov's Moves:
Rapid-Fire Kicks: Hold Back, forward with any kick. Balloon Attack: forward, down-forward, down, down-back, back, back-up, and any punch; Fire Breath: Tap twice forward and any punch.



Enter the code when the Title Screen completely fades in.


Play as the two hidden Bosses, Clown and Karnov!

Master Clown's many methods of mayhem.

Karnov has several attacks—like his Fire Breath!

SHIEN'S REVENGE

By Vic Tokai

Several Tricks:
30 Continues:
Wait for the options to appear under the Title Screen. On controller two, press the SELECT button seven times. You should hear a chime and you will now have 30 Continues to finish the game.

Nine Special Weapons:
Wait for the options to appear under the title on the Title Screen. On controller two, press START seven times. Now you'll have nine Specials that wipe all enemies off the screen!

Dynamic Mode:
This will allow you to play the game on the easiest setting. At the Title Screen when the options appear, press the top Left button seven times. Go into Options and you'll find the Dynamic (easiest) setting for the game.

Almanic Mode:
Like the Dynamic Mode trick, press the top Right button seven times instead. In the Options, select the Almanic Mode which is the hardest.

Perform all these tricks at the Title Screen Options.

With the Special Weapons trick you will get nine!

Limited Continues are no problem when you have 30.

Access the hardest difficulty setting—Almanic.

SATURDAY NIGHT SLAM MASTERS

By Capcom

Objects in the Ring: Now you can take objects that are outside the ring and use them as weapons inside the ring! In the Single Match, do the following: Exit the ring and find an object (bottle, folding chair, folding table, metal box, etc.). You'll have to be fast here. If you stay out of the ring too long, you will lose the match. Then, take the object to either side of the ring and throw it in by jumping up and pressing the attack button (if you're lucky, you can throw it and strike your opponent). Then enter the ring and bash your opponent with it! This also works with two players.

Exit the ring and look for an object on the floor.

Take the object to the side of the ring to throw it in.

Jump up and throw the object into the ring.

Now you have the object to bash your opponent with!

STUNT RACE FX

By Nintendo

Computer Opponent: Choose "Battle Trax" on the Game Selection Screen. Pick the vehicle you want to race, and then with controller two, pick your opponent. Start the race and after three seconds, the computer will take over your opponent's car and you will be racing against the computer! This is a great way to sharpen your skills and determine other cars' strengths and weaknesses in the game.

Pick the Battle Trax at the Game Selection Screen.

Pick your car and then your opponent's vehicle.

Start the race and wait for three seconds.

The computer will take over the second car and race you.

ART OF FIGHTING

By Takara

Nine Continues: Start the game in Story Mode and pause it by pressing the SELECT button. Then do the following on controller one: UP, X, LEFT, Y, DOWN, B, RIGHT, A, L button, Y. The game will then cut to the lengthy melodramatic ending. Learn all the Ultimate Counter Attacks!

Pause the game by pressing SELECT and do the code.

The screen will suddenly cut to the melodramatic ending!

INSPECTOR GADGET

By Hudson Soft

Debug Menu: At the Title Screen, hold the top L and R buttons and B down. With these held, do the following: DOWN, DOWN, UP, LEFT, RIGHT, DOWN, RIGHT, LEFT. The Title Screen will then turn from blue to purple. Press START, and you will enter the Debug Menu.

The Title Screen Should turn from blue to purple.

Select all types of options here in the Debug Menu.

SPIKE McFANG

By Bullet Proof

Second Player:
This trick will allow a second player to join in this adventure game. At the Title Screen, enter the following on controller one: DOWN, B, LEFT, B, UP, Y, RIGHT, Y. You should then hear a chime to show that the code worked. Start the game and go through your castle and confront the Boss, Felina. She is tricky to defeat, and it may take a few attempts before you can defeat her. When you beat her, you will be seemingly trapped until Rudy comes to your rescue. Then go back to the town and you can now use her with controller two.

Kenta Tohara
New York, NY

With the first controller, do the trick at the Title Screen.

Fight Felina and win. Rudy will then rescue you.

Now go back to the town and Rudy will join you.

Now you can control Rudy with controller two.

SUPER METROID

By Nintendo

Kill Dorigon Fast:
When you get to Dorigon (the Boss in Maridia), shoot the electrical sockets on the walls to expose the power supplies. Stay at the left side close to the wall and let Dorigon grab you. Use your Grappling Beam and fire into the power supply, and the power will go right into Dorigon, killing him instantly. Timing is crucial here, and you will take a little bit of damage.

Stay near the exposed electrical current on the left wall.

Have the Grappling Beam ready for when he grabs you.

Fire the beam at the exposed power supply to fry the Boss.

Dorigon will be fried and quickly go down in flames.

T2: JUDGMENT DAY

By LJN

Level Skip:
Turn the game on and wait for the Title Screen. When the title comes up, enter the following code on that screen before it fades out: LEFT, UP, RIGHT, UP, LEFT, LEFT, LEFT, RIGHT, DOWN, DOWN. You will then hear a tone confirming that the trick worked. On the "Today's Best" Screen, enter the following: RIGHT, UP, UP, LEFT, RIGHT, RIGHT, RIGHT, LEFT, DOWN, DOWN, RIGHT, UP. You will then hear another tone. Start the game and press the top L and R buttons simultaneously and you will skip any level in the game. Proceed to the end of the game.

Enter the first part of the code at this screen.

Enter the second part at this Today's Best Screen.

Press the top L and R buttons simultaneously to skip a level.

You will get the maximum accuracy for that level.

AERO THE ACRO•BAT

By Sunsoft

Nine Continues:
At the screen with Aero flying, enter the following code on controller one: X, Y, B, A, X, A, B, Y, UP, R button. You should hear a chime to show that the trick worked. Now when you play the game and lose all your lives, you will have nine continues instead of five.

At this screen enter the code for nine continues.

When you go to the Continue Screen, there are now nine!

ROCK N' ROLL RACING

By Interplay

$999,000 In Cash:
On Veteran Difficulty, enter the following password: 989Y C02V WS6M. For Warrior Difficulty, enter this password: J89! C02V WS6M. Both of these passwords will start you with $999,000. Buy any car you want.

Andre K. Da Cosa
Rio Grande, Brazil

Go to the Password Option at this screen.

Enter the passwords for $999,000. Buy anything!

SUPER STREET FIGHTER II

By Capcom

More Same Fighters in Group Mode:
Pick the Group Battle from the Title Screen. On the Battle Mode Select Screen, press the top L and R buttons alternately and rapidly on the second Control Pad. Keep doing so until you hear Vega's laugh. Choose Match Play or Elimination. Now you can choose eight of the same characters.

John Whittaker
Milford, CT

Select the Group Battle Mode at the Title Screen.

Press the L and R buttons alternately at this screen.

Now pick the same fighter as many times as you want.

See if you can sweep the match with the fighter.

CHAVEZ

By ASC

The Champion:
Pick your fighter and opponent. Win the following match. When the referee raises your hand, hold Y, B, X, A, L, R and SELECT simultaneously. While holding these, press START. You'll have your picture taken.

Pedro L. Borges
Juncos, P.R.

When the referee holds up your arm, do the code.

You will then be declared the champion by the press!

SUPER STREET FIGHTER II

By Capcom

Button Configuration:
Start the game and go to the Player Select Screen. On any mode in the game (Super Battle, Group Battle, etc.) pick a fighter. Hold down the SELECT button and you can then go to the Configuration Screen. Now you can change the buttons any way you like.

Pick your fighter and then hold down SELECT.

Now you can configure your buttons the way you want.

MEGA MAN SOCCER

By Capcom

Sure-Fire Goal:
Get the ball and head toward your opponent's goal. Stop at a certain point right before the small half-circle before your opponent's goal and kick the ball. With practice, you should be able to score every time.

Jeffrey Arp
Papillion, NE

Stop right at this point and kick the ball.

With practice, you can score almost every time.

SUPER STREET FIGHTER II

By Capcom

Speedy Demo:
Go into Tournament Mode and have the computer fight itself. Then, press any of the six buttons (A, B, L, R, X, Y) at any time, and the computer will suddenly engage in a fight at turbo speed! However, this works for the computer demo only.

Let the computer fight itself in the Tournament Mode.

Watch the characters fight at turbo speed.

F1 ROC II

By Seta

Incredible Engine:
Play until you get at least $100,000. At the Mode Select Screen, pick the R&D Option. Move the tire next to the lab under this option. Under the Lab Option, move the cursor next to the ENGINE. When you see the professor, put the $100,000 into development of the engine by pressing DOWN until all the money is in. When complete, press B and A together in a race to use it.

Pick the R&D option and select the Lab.

In the Lab, pick the ENGINE for an upgrade and press START.

Take the $100,000 and put it into development.

Now, race at incredible speeds with the engine.

SUPER STREET FIGHTER II

By Capcom

Game Genie Codes:
You must have a Game Genie to perform the following tricks:

Special Moves in Air:
Enter the following code and some special moves can be done in the air:

DD47-8DD1
No more air superiority for Chun Li!

Shocking Moves:
Every hit will shock your opponent and knock him or her down:

CB17-8FAD + FC17-84DD
This effect is just like Blanka's Electricity.

No Pause After Throwing a Fireball:
With Ken and Ryu, there is no pause after throwing a Fireball:

31D9-57A5

Now there is no pause after throwing a Fireball.

Special moves can now be done in the air.

Cammy attacks Bison from the air with her Cannon Drill.

Fei Long shocks Cammy with his electric kick.

MEGA REVIEWS • COMING ATTRACTIONS • MEGA TRICKS
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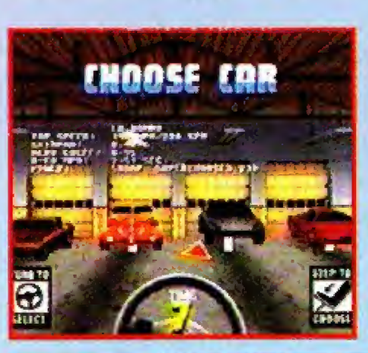
HSNK9

FUTURE PLAY

NEW SOFT NEWS

Cruis'n USA is a brand new arcade game from Midway and Nintendo. It will be one of the first games ready at the launch of Nintendo's new Ultra 64 system early next year. The game features 14 tracks, four of which can only be reached if you "Cruise the USA", which means you start in San Francisco and eventually end up in Washington, DC. There are also four cars to choose from: Devastator VI, Italia PC4, a '69 Muscle Car, and La Bomba, a ZZ Top looking dragster. The scrolling and rotation sequences are incredible, and the game is just plain fun to play. The Williams/ Midway programmers seemed to think that the new Ultra 64 would be the only system capable of allowing fully texture-mapped polygons. The development team spent three years travelling around in a Geo Metro grabbing images from some familiar and unfamiliar territory from the highways and landmarks of Chicago, to the beautiful landscapes of the Grand Canyon and Death Valley. So fasten your seat belts, it's going to be a bumpy (and fun) ride!



Watch out for crossing animals unless you want a new hood ornament.

UBI SOFT		
STREET RACER		
CART SIZE	**THEME**	**AVAILABLE**
8 MEG	**DRIVING**	**NOVEMBER**

It's fast, it's frantic, it's furious, and it's fun. It's Street Racer, the only four-player racing game that combines the best of both racing and fighting in one.

In Street Racer, there are a ton of options from changing the difficulty of the game level to the number of laps you want to race. There are a total of eight different drivers to choose from, each with his/her own custom racer to tear up the road.

Along with all of the options packed into this game, there are five varied games to test out as well.

The Practice Mode is where you get used to all of the tracks and determine the strengths and weaknesses of the characters. Once you feel comfortable with a player you then can try the Head-to-Head Mode, where two players battle it out for first place. If you need a real test you can try the Championship Mode

where wit and determination are needed. It's in this mode where you race on all 24 tracks. If you're into no-holds-barred action, the Rumble Mode is definitely for you. Here the last one standing is the winner—eliminate your opponents by crashing into them and knocking them out of the arena. The Rumble Mode is a

real blast with four players. There is even a Soccer Mode in Street Racer, and it's soccer like you've never played it before. Use your car to speed around the pitch, grab hold of the ball, and try to score.

Street Racer gives you a thrill a minute with all the options and game modes, so put the pedal to the metal.

HI TECH ENTERTAINMENT

BOBBY'S WORLD

CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	DECEMBER

He's hip, he's happenin', he's three years old! He's the star of FOX TV's #1 Saturday morning animated hit, and now he's taking his fantastic

adventures to the Super NES. Anything goes when this pint-sized phenom's overactive imagination kicks in.

In Bobby's World, Bobby is doing what he does best, which is day-dream. The mind of this 3-year-old

takes gamers out of the world of reality and behind the face of 15 wacky challenges and thousands of out-of-this-world obstacles. Hi Tech Entertainment will help pave the way for Bobby's leap into the video game world to make all of his cool adventures come true, but he can't do it without you!

U. S. GOLD

THE INCREDIBLE HULK

CART SIZE	THEME	AVAILABLE
12 MEG	ACTION	NOW

In the Incredible Hulk you take on the roll of Dr. Bruce Banner, a top nuclear physicist, who was caught in the blast from an atomic explosion while trying to save his close friend Rick Jones. Having been exposed to a massive dose of gamma radiation,

Dr. Banner's body chemistry was inextricable altered. Now a mutated, huge, green monster with super-human strength, he is now the Incredible Hulk.

It seems that one of Hulk's greatest foes, the Leader, has decided that Earth should be conquered and ruled only by someone of his superior intellect. As the Hulk you must

use your brute strength and Banner's great intellect to destroy the Leader and save the Earth.

ACCLAIM

MAXIMUM CARNAGE

CART SIZE	THEME	AVAILABLE
16 MEG	ACTION	SEPTEMBER

Spider-Man's greatest adventure is about to take place on the Super NES with the evil Carnage. You play the as Spider-Man who

possesses the proportionate strength of a spider as the result of being bitten by a radioactive arachnid. Even though you have super powers, along with an amazing array of wondrous web-shooters, you must always make sure you hit the

streets prepared, no matter what supervillains await you. One of the best features of the game is when an opportunity arrives, you will be able to play as either Spider-Man or Venom, and the one you choose to play will affect the course of the game itself. This is a great added twist.

ACCLAIM
VIRTUAL BART

CART SIZE	THEME	AVAILABLE
16 MEG	ACTION	SEPTEMBER

It's Springfield Elementary's annual science fair, where students of all grade levels learn about science through shoe-box dioramas. It

seems that a Virtual Reality machine has been made for the fair and it has fallen into the wrong hands—Bart's.

Being pulled into the VR machine, Bart becomes a part of the virtual reality. You see what Bart sees—the Virtual Wheel surrounded by seven

different windows. Six of these windows represent the programs that Martin, the ingenious inventor of the machine, has written for his demonstration. The final window, originally the exit, now represents a bonus window. When Bart stops spinning, the computer runs the program he's pointing to.

TAITO
SONIC BLAST MAN 2

CART SIZE	THEME	AVAILABLE
12 MEG	ACTION	DECEMBER

Sonic Blast Man 2 is finally out for the Super NES. As opposed to the original Blast Man, this version has three characters to choose from instead of just one. The game is definitely one of the better side-scrolling fighting games out there.

One of the good things about the game is that each of the characters has a different fighting style, special moves, and combos. Another plus is that your enemies change as the levels progress unlike some of the other side-scrolling fighting games. Adding more to the fun of Sonic Blast Man 2 is the Two-player Simultaneous Mode, which just

makes the Bosses and enemies more enjoyable to beat up. Blast Man 2 is nonstop fighting action!

EA SPORTS
NBA LIVE '95

CART SIZE	THEME	AVAILABLE
12 MEG	SPORTS	NOVEMBER

Just as the NBA has come a long way from set shorts and canvas sneakers, NBA Live '95 is advanced far beyond previous b-ball video

games. Brand new from the ground up, it maintains the features and strategy of previous EA Sports NBA titles and adds a fresh new perspective, all-new animation, incredible sound and graphics, and more options than ever before.

Pick from all 27 NBA teams (each with realistic playing styles), two All-Star teams, and four custom teams. The new player animation includes jump shots, jump hooks, layups, and a zillion slams to try out. NBA '95 is one of the most advanced basketball games on the planet. Be sure to check it out.

NINTENDO		
DONKEY KONG COUNTRY		
CART SIZE	**THEME**	**AVAILABLE**
32 MEG	**ACTION**	**NOVEMBER**

Donkey Kong, king of the Nintendo jungle of characters, is back! He's bigger and better than ever, and for the first time on the Super Nes!

DKC is a flagship product for the big N. The 32-Megs of power feature completely computer-rendered graphics, giving the game a three-dimensional look (made possible through Nintendo's partnership with U.K. developer Rare LTD). It is also

the first video game to use the Silicon Graphics Workstation. The new game stars Donkey Kong and introduces his monkey sidekick, Diggy Kong. Romp through fantastic worlds of adventure! There they meet up with a cast of new friends who assist them in defeating their foes, plus the evil Kremlings.

NINTENDO		
SUPER PUNCH OUT		
CART SIZE	**THEME**	**AVAILABLE**
16 MEG	**SPORTS**	**OCTOBER**

Nintendo introduces its newest boxing challenge—Super Punch Out for the Super NES, following the success of the arcade hit Punch Out, which was introduced 10 years ago and on the NES system in 1987.

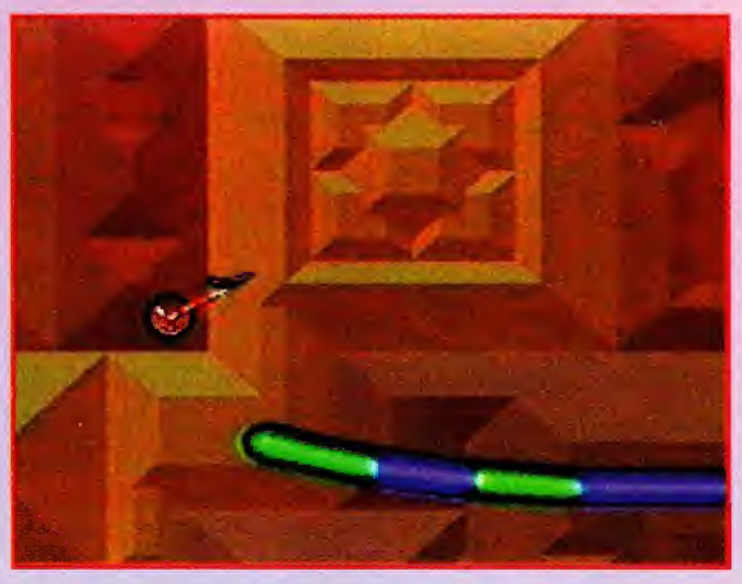
Professional and amateur sports

video game players will be challenged by the updated boxing competition which takes full advantage of the Super NES' capabilities. Awesome graphics with great sound and bold colors make the huge characters come alive for hours of entertainment and lasting game play value. Help your character fight his way past each new opponent who

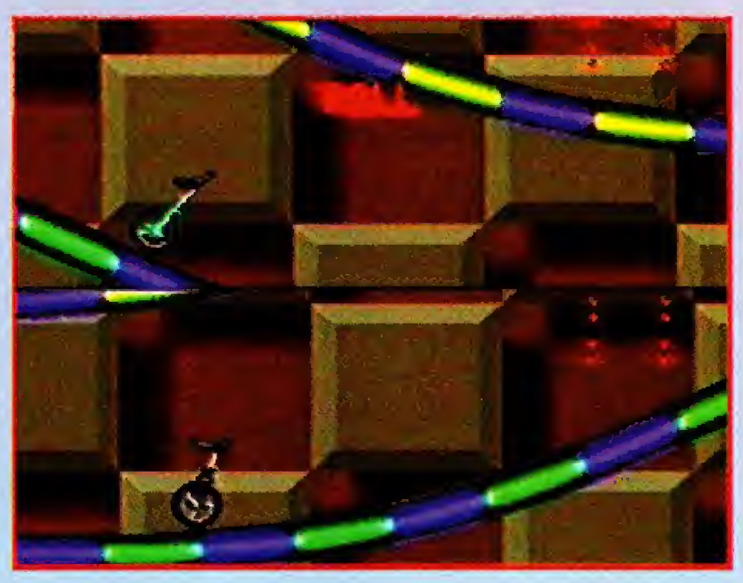
threatens him at a different level of fun and challenge at every stage of the game.

NINTENTO		
UNIRACERS		
CART SIZE	**THEME**	**AVAILABLE**
16 MEG	**SPORTS**	**OCTOBER**

Uniracers for the Super NES features amusing animated unicycles that perform amazing turns and gravity-defying jumps at record



speed. The unicycles were designed using the powerful Silicon Graphics Workstation. Each unicycle has a unique personality, which provides hours of amusement. Not only do they express joy at winning a race, but they also throw some fierce



temper tantrums upon losing.

The game features 16 different unicycles, each with more than 6,000 frames of animation allowing for fluid movement as they careen down abstract, geometric courses. Players are judged not only on their course time, but the difficulty of their stunts and tricks as well.

NINTENDO
TIN STAR

CART SIZE	THEME	AVAILABLE
16 MEG	SHOOTING	NOVEMBER

Tin Star for the Super NES features robots dressed like Western characters and Tin Star, the humorous robot sheriff who guards them.

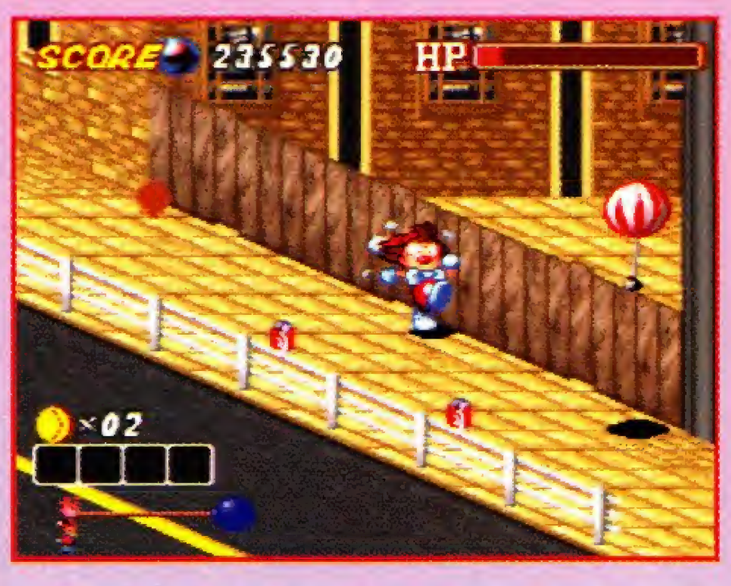
Tin Star was created by the same team behind the popular Ken Griffey, Jr. Presents: Major League Baseball. It is the first video game to offer players the choice of using three different controllers: the Super NES controller, the Super NES

Mouse controller, and the Super NES Super Scope.

Against the backdrop of the Wild West, players use either controller to aim and shoot at the various threats to the metal hero. Only sharp shooters will prevail in this one-player target shooting game, filled with surprises.

KEMCO
KIDD CLOWN IN CRAZY CHASE

CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	SEPTEMBER



Blackjack, the notorious space pilot, has kidnapped her Royal Highness, Princess Honey of Klown Planet. His diabolical plan is to hold the princess for ransom and take over Klown Planet. The mighty king of Klown Planet has asked you

(yes, you) to rescue his daughter and restore peace to his crazy kingdom. With the sights of your spaceship on the evil Blackjack, you prepare to blast him to smithereens with the molecular de-stabilizer. Instead (being the klutzy Klown that you are) you press the panic button that sends you plummeting to Earth. Blackjack has set bombs in different

areas, and now it's up to you to save the princess and the Earth as well.

ACCOLADE
BUBSY II

CART SIZE	THEME	AVAILABLE
16 MEG	ACTION	OCTOBER

Accolade's talkative Bobcat is back and better than ever in his second adventure, with exciting new levels for him to travel through.

Bubsy is sure-footed, with a mind like a steel trap, and all the common sense of a lemming. This makes the bobcat the purr-fect candidate to bounce, pounce, run, leap, squash, squish, slip, and slide his way through his latest adventure.

In Bubsy II, our faithful hero must go up against the capitalist boar Oinker P. Spamm who is Bubsy's oiliest adversary yet. Oinker is a smooth operator and the greediest pig you'll ever meet. Get ready for the ultimate battle between good and evil, fur and pork. You'll have a grand ole time!

OCEAN		
MR. NUTZ		
CART SIZE	**THEME**	**AVAILABLE**
8 MEG	ACTION	AUGUST

There's a newer, faster, nuttier rodent in town and his name is Mr. Nutz.

This street-wise squirrel is one

radical rodent who can bat his enemies with a swish of his tail. Mr. Nutz is armed and dangerous, throwing his stash of hazelnuts at anything that stands in his way.

This game is packed with many levels of squirrel-battering action,

nut-chewing skill, and tail-tapping sounds. Mr. Nutz brings great visual details to your Super NES. You and your control pad better be pretty close in order to handle all of the great action of Mr. Nutz's first adventure, which is filled with so much wacky fun that it is sure to drive you nutz!

SAURUS OF JAPAN		
ART OF FIGHTING 2		
CART SIZE	**THEME**	**AVAILABLE**
N/A	FIGHTING	N/A

One of SNK's first fighting games now has a sequel which has more fighters, more moves, and more special attacks.

Art of Fighting 2 is a great improvement over the first installment with four new fighters,

(Sakazaki,Temjin, Yuri, and Eiji Kisaragi) to choose from. Each new character has his/her own special move for you to master. All the old characters are here, with new moves as well.

This sequel has improved graphics with more color and better detail added in. The sound also rocks. Overall, game play is smoother,

making it easier to perform the special moves.This makes playing a real art.

CAPCOM OF JAPAN		
BREATH OF FIRE 2		
CART SIZE	**THEME**	**AVAILABLE**
N/A	RPG	DECEMBER

Capcom wasted no time continuing the best RPG series they have ever created.

The first game was recently

released here in the States by Square. In Breath of Fire 2, the lead character is a boy named Ryu, a member of the clan of the White Dragon who was orphaned long ago. With the help of his partner Bosh, they set out for a new

adventure. You can expect a well thought out story which makes for a good RPG game. The graphics of the players and the fight scenes have been improved as well. Breath of Fire 2 looks to be one of the best sequels ever made. Prepare yourself for many sleepless nights if you get this game.

SUPER NES PREVIEWS

FINAL FANTASY III

©1994 Square Co.,Ltd
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PUBLISHER	SQUARESOFT
AVAILABLE	OCTOBER
THEME	RPG
MEGABITS	24
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

Enter the Config Screen and you can change options such as Battle Mode, Battle Speed, Message Speed, Command Set, Sound, and even the Window!

CONTROLLER

Pad: Moves party & cursor
Select: Scroll
Start: Pause
A: Execute
B: Cancel
X: Subscreen
Y: Switch
R: Run away
L: Run away

There are more ways to use the controller than what has been mentioned here.

STORY

The greatest RPG series, Final Fantasy II, has been followed up by a large and complex game. FF3 features an all-new cast of characters, each with varying skills and abilities. All play a major role in one of the most unique story lines for a video game. Throughout the adventure, you'll encounter strange items and bizarre creatures.

Get To Know Your Menu Screens

1

4

2

Press "X" to access the Menu Screen. You will be able to view various aspects of the game as well as change the game to your playing preference.

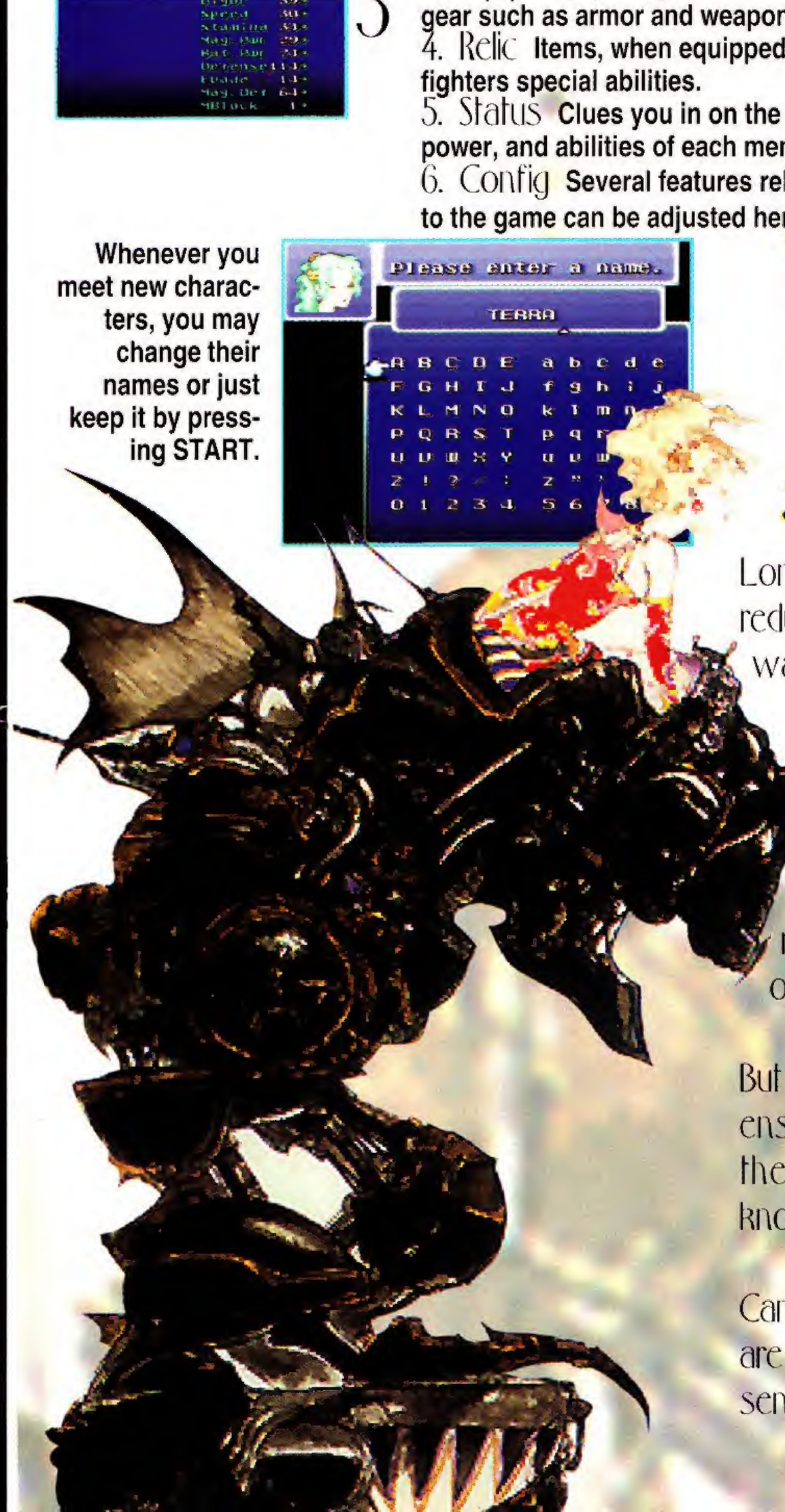
1. Item Special items can be used to recover Hit and Magic Points.
2. Skills Special skills of your party members are accessible.
3. Equip Equip a fighter with various gear such as armor and weapons.
4. Relic Items, when equipped, give fighters special abilities.
5. Status Clues you in on the exp, power, and abilities of each member.
6. Config Several features relating to the game can be adjusted here.

5

3

6

Whenever you meet new characters, you may change their names or just keep it by pressing START.



FINAL

Long ago, the War of the Magi reduced the world to a scorched wasteland, and magic simply ceased to exist.

About 1000 years have passed ... Iron, gunpowder, and steam engines have been rediscovered and high technology reigns...

But there are some who would enslave the world by reviving the dreaded destructive force known as "magic."

Can it be that those in power are on the verge of repeating a senseless and deadly mistake?

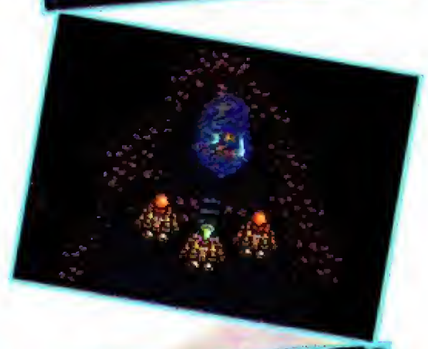
Attack or be attacked from all sides

Front
This is a normal attack against enemies.

Back
Enemies attack your party from the back.

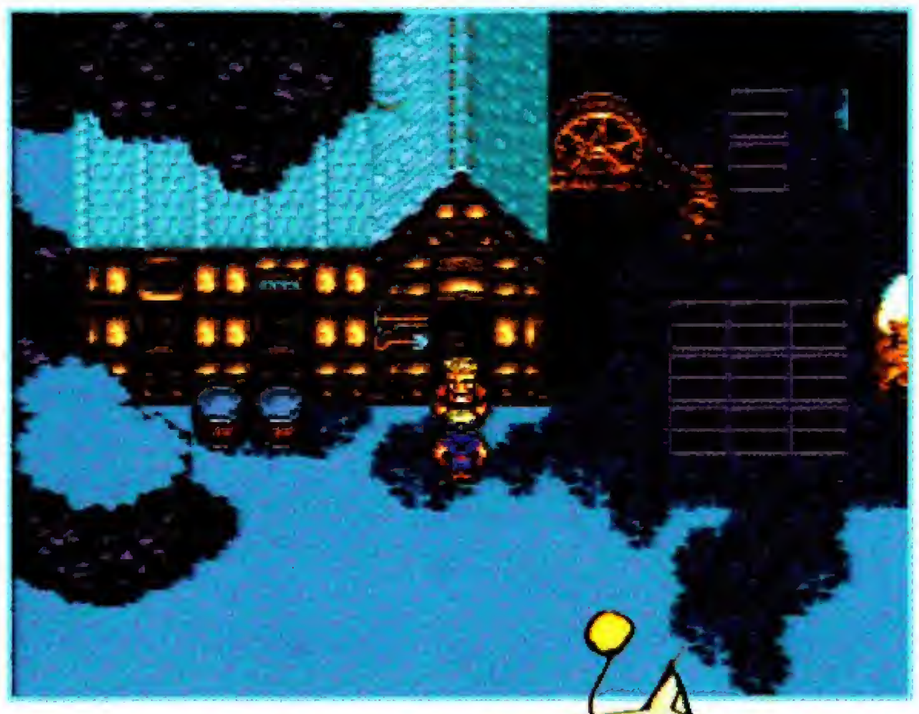
Surround
Surround your enemies and attack.

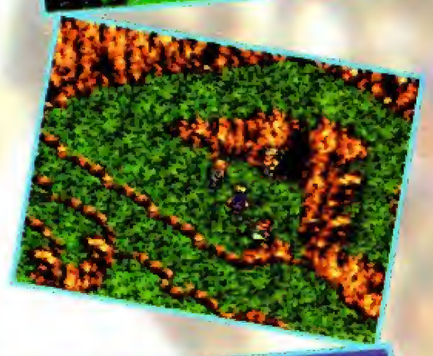
Being Surrounded
Enemies encase your battle party.

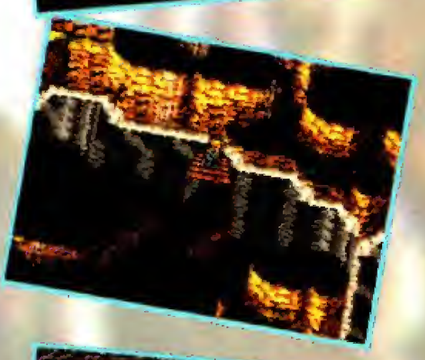


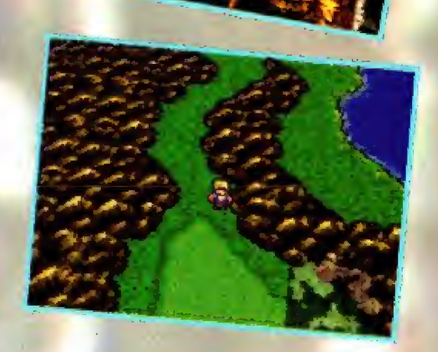
A nice little tutorial of how the game is played

Early in the game, you may visit a classroom where you can learn little things about how to play the game as well as some helpful strategies.







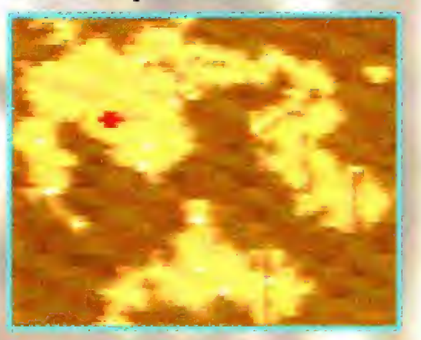


Prologue

Using her magical abilities, The Evil Empire has taken control of a young girl to do their bidding. Now with news of a magical creature, known as an Esper, they send two soldiers and the girl to a faraway land where the being has been discovered. The adventure begins...

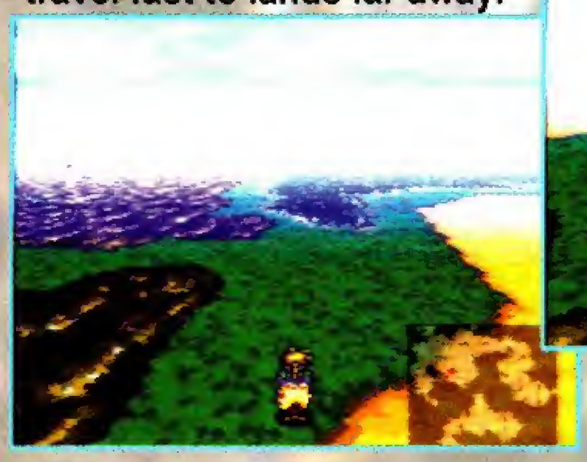
Use The World Map

When traversing the outer land, use the map to gauge your current position.



Ride that Chocobo!

Ride the mystical bird to travel fast to lands far away.

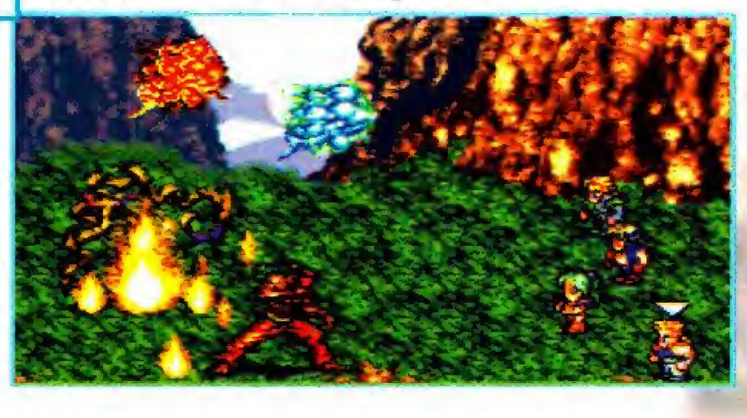


Press the B button to dismount and walk again.

FINAL FANT

TERRA

Terra represents the rebirth of magic. She has abilities the likes of which no one has seen before. The evil army has tried to harness her power, but the magic of the Espers will see to it that she will escape from the army's control.



LOCKE

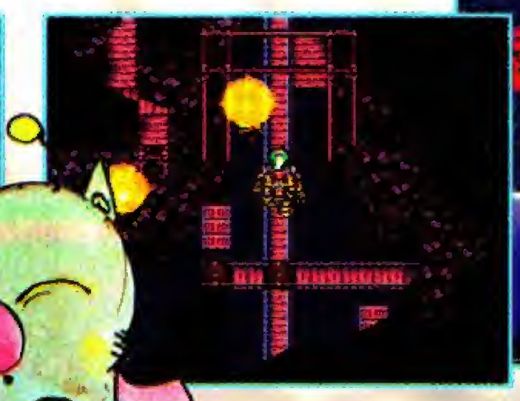
The great treasure hunter, Locke doesn't mind breaking a few locks in his search for fortune and fame. Nevertheless, he'd rather be called a hero than a thief. Locke's strong will and cunning sense make him a good ally.

CHRONOLOGY OF A

The Story Begins

Two soldiers escort the captured magic user, Terra, on Magitek machines. She is unaware of her magical origins. But soon she will remember.

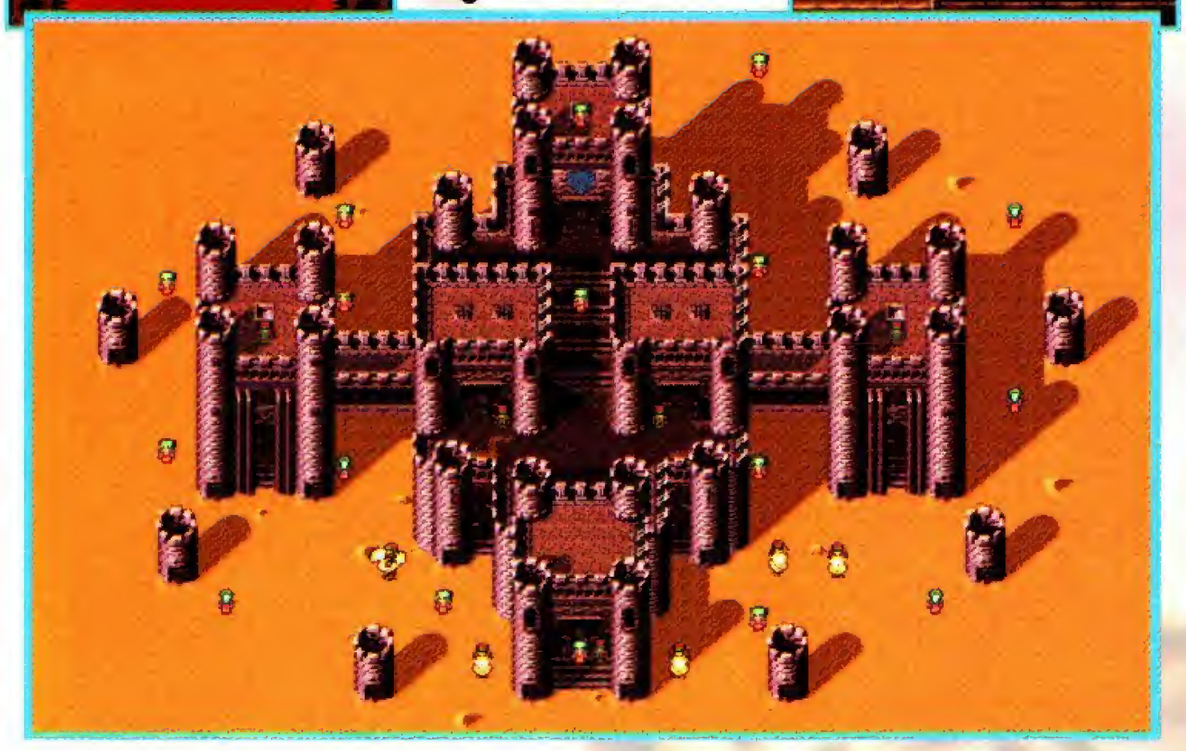
The town seems peaceful, but look out! You could be in for an evil encounter.



The first Boss is a snail-like creature that can absorb your lightning shots.

Figaro Bound

Locke is good friends with Edgar, the King of Figaro. When things go sour in Narshe, Locke takes Terra to the safety of Figaro Castle.



On to South Figaro

The drama between Edgar and the evil Kefka results in the sinking of the castle in the desert. Edgar, Locke, and Terra venture through a cave to South Figaro. In the cave, they find treasures and the refreshing Water of Recovery.

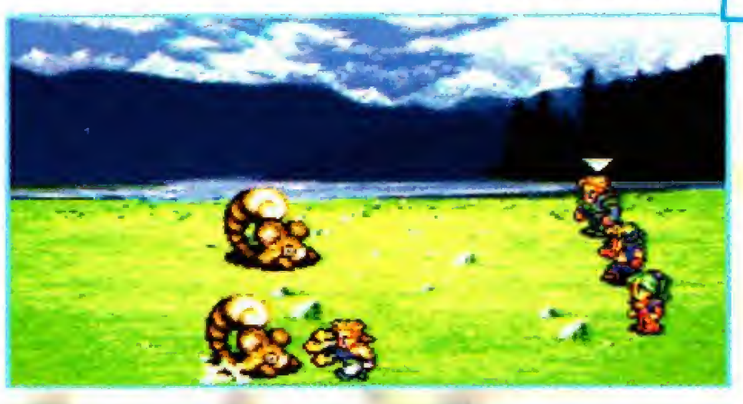
ASY ALLIES

EDGAR

The King of Figaro Castle is very handy with machinery and tools, making him a very valuable part of the team. He also fancies himself to be a ladies' man, but moves in that direction often result in failure.

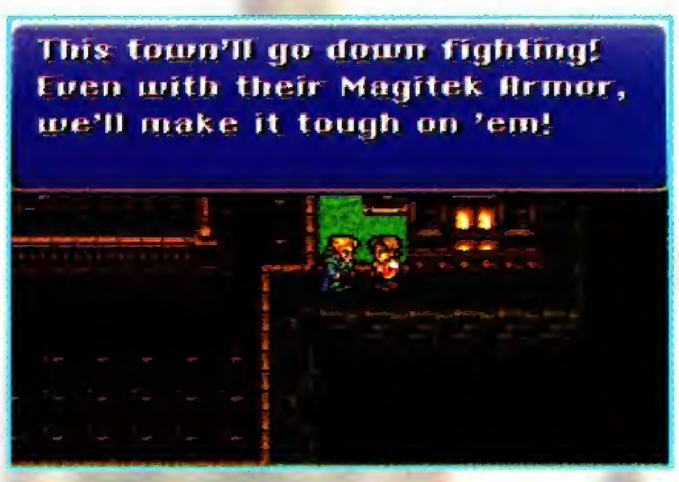
SABIN

Sabin is the brother of King Edgar. After a falling-out with his family, Sabin left for the mountains and learned martial arts. Sabin's Blitz techniques and strong conviction make him a good member of the team.



N EPIC ADVENTURE

In the City



South Figaro is in real danger of being taken over by the evil army. Our adventurers decide to leave and seek help in their effort to overtake the army. Before they leave, they should buy Sprint Shoes, Potions, and Antidotes.

Mountain Adventure

A wonderful mountain view.

Sabin joins your group.

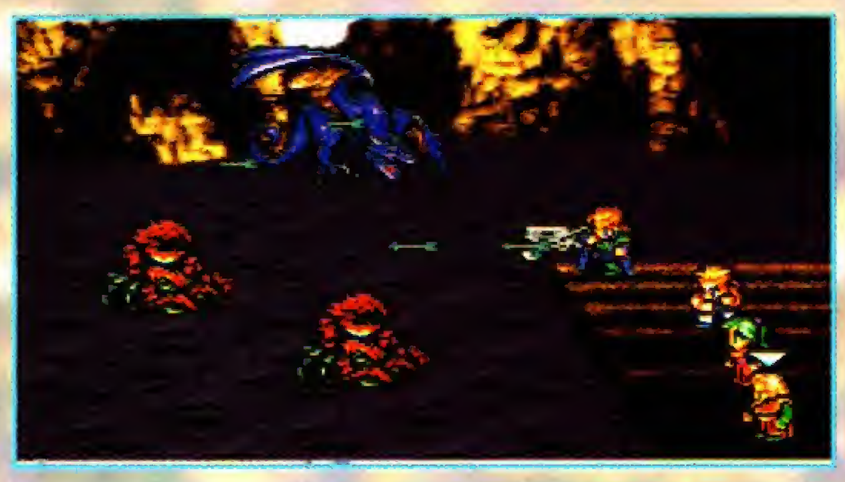
Edgar's brother is in the mountains. The party meets up with this martial artist and other "Returners." After some drama, they join forces and decide to move together.

Returner Hideout

The Returner Hideout is the headquarters of the Resistance. Terra is the key here. She has to talk to the leader, Banon, and make the decision to join the Resistance.

River Ride

The growing party takes a raft on the Lete River. While the party fights, Banon provides everyone with recovery from damage using his Health spell.



And so the story goes...

Edgar and Terra race toward Narshe while protecting Banon...

...but what about Sabin, who was swallowed by the raging waters...?

...and how is Locke faring, after having penetrated the Empire's defenses in South Figaro...?

Is all going according to plan...?

At this point in the game, you will have the choice of three possible paths.

SUPER NES PREVIEWS

PUBLISHER	TAKARA
AVAILABLE	NOVEMBER
THEME	FIGHTING
MEGABITS	32
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

In the Options Mode you can change the game level and the game time as well. There is also a sound mode and button control for you to set the controls to your liking.

CONTROLLER

Pad: Move Player
Select: N/A
Start: Pause
A: M-Slash
B: M-Kick
X: L-Slash
Y: L-Kick
R: Hard
L: Hard

You may find it a bit difficult to perform some of the special moves at first.

STORY

At the end of the 18th century, Japan suddenly became engulfed in a wave of natural disasters and cruel, vicious wars. A man with mysterious powers appeared at the same time the troubles began. The man was Amakusa and his power grows stronger by the day. Now it's up to you to put an end to the evil now and forever.

SAMURAI SHODOWN

NEO GEO SUPER NES GENESIS

Here they are, in time for you to make the call on how the Super NES compares to the Genesis and Neo•Geo.

SAMURAI SKILLS TO KNOW AND USE:

Below are some of the skills and main features in the game every fighter should know and take full advantage of in order to survive.

Attack Methods:

In Shodown a player has two kick-and-slash buttons he can use in a fight. One is a weak and the other is a strong attack. If you hold down both kicks or slashes you will get a hard attack off. This attack can be used in your special moves as well giving a player a very powerful move.

Locking Weapons:

Sometimes in the heat of battle you lock swords with your opponent in close combat. When this happens press the slash button repeatedly to get out. If you don't press slash fast enough you may lose your weapon, or you could even break it.

Bonus Stage:

Straw dummies appear from the top and bottom of the screen. Slash them all in the given time.

Courier Man:

He will often run past the screen in the background when your in a fight, lobbing parcels at you and your opponent.

BOMB: You've got a few seconds to escape before they blow up. If you're nearby you'll be injured.

MEAT: Try to grab all of these items. The larger the portion of meat, the more your life gauge will increase.

MONEY: Everything from cash boxes to small change. So after a hard day of fighting you can buy a new kimono.

Rage Gauge:

This gauge increases every time you are hit. When it's maxed out use the power of your anger for attacks. You'll also take hits harder so keep your guard up.

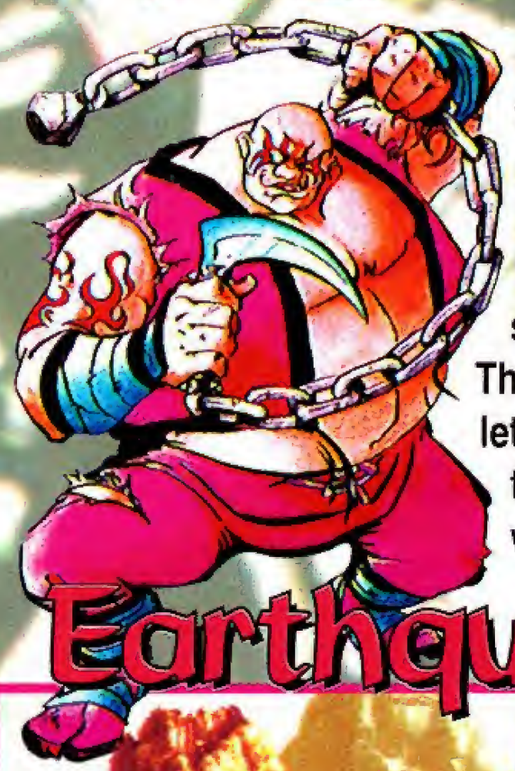
Amakusa

Once you defeat all 12 warriors in the game you go up against the dreaded Amakusa. Amakusa has been sent to this world to bring it into a vortex of chaos and destruction. Only you can stop him.

The Power of Amakusa

THE WARRIORS

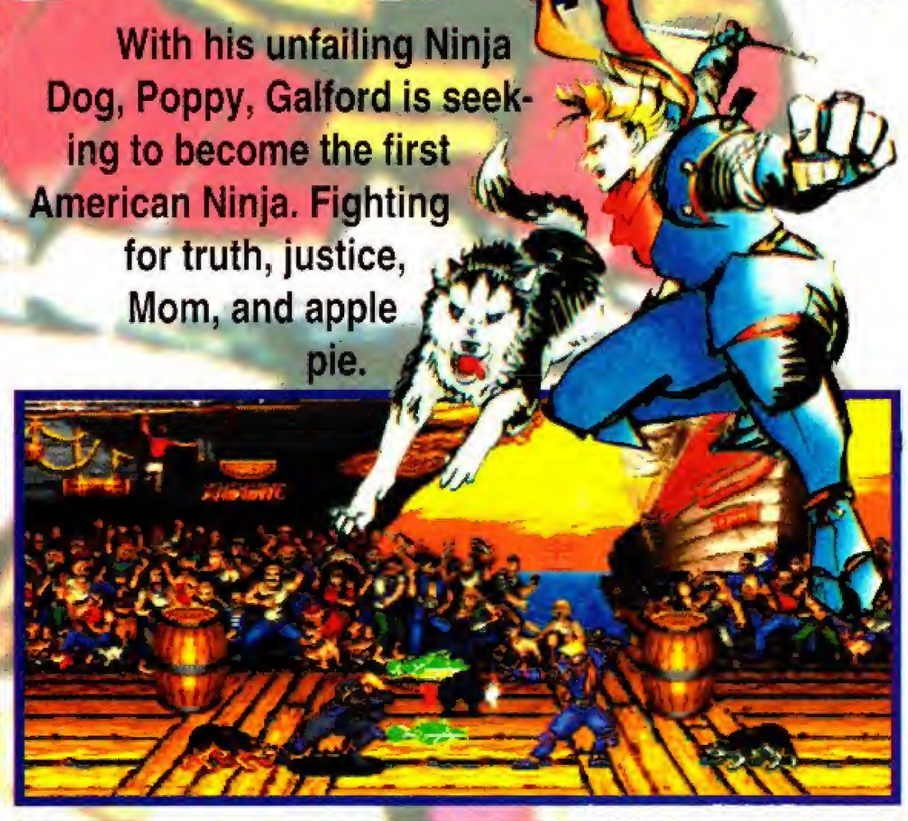
Galford



More than 10 feet tall, this conspicuous Ninja dropped out of training to pillage the treasure of the world. The mighty Texan lets no one or no thing get in his way.

➤◀◢▼◣▶ + Button

▼ ◣▶ + Any Slash



With his unfailing Ninja Dog, Poppy, Galford is seeking to become the first American Ninja. Fighting for truth, justice, Mom, and apple pie.

➤◀◢ + Any Kick

➤◀▼◣◀ + Both Strongs

▼ ◣◀ + Any Button

Earthquake

Jumping ▼ + Kick Repeatedly

Slash Repeatedly

▼ ◣▶ + Any Slash

◀ Hold ▶ + Any Slash

➤◀◢▼◣▶ + Button

Hanzo Hattori

The strongest of the dreaded IGA Ninjas. Hattori is feared for his cool professionalism and practicality. His battle is always a personal one.

➤◀▼◣◀ + Both Strongs

Close ➤▼◢ + Any Kick

Ukyo Tachibana

The snooty master of swordsmanship with a rebel mentality, who loves being alone but hates solitude. He has set out on his journey to find the perfect bouquet for his beloved Kei Odagiri.

Watch out for his unpredictable fighting style.

▼ ◣ ◀ + Any Slash Button

Jump ▶ ▼ ◣ ▶ + Any Slash

Any Slash button Repeatedly

▼ ◣ ▶ + Any Slash

▶ ▼ ◣ + Any Slash

Jubei Yagyu

Jubei Yagyu was once known as the emperor's secret servant. Jubei is a strict observer of Bushi, the way of the Samurai. He has tempered his mind and body to become a lethal extension of the Japanese Empire. His Yamato blade and Iron Tiger dagger will cut any warrior down to size.

Genan

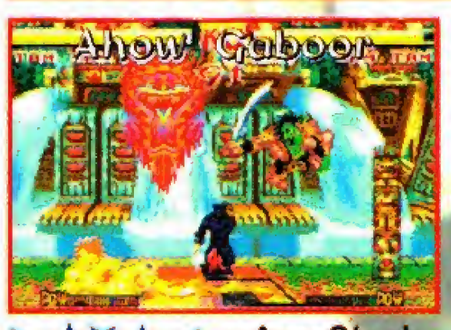
Elite warrior of the infamous Doom Bewee Bway tribe. He is known for shredding his victims.

▼ ◣ ▶ + Any Slash

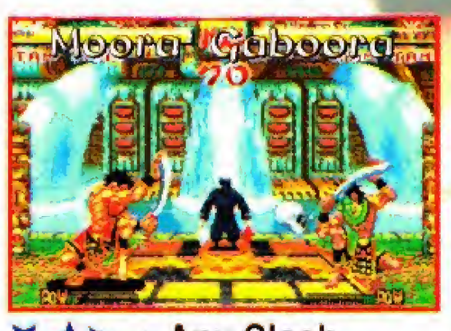
▶ ▼ ◣ + Any Slash

Tam Tam

A kind man devoted to a cruel way of life, Tam Tam seeks the lost Incan Parenke Stone, which protects the life and welfare of his beloved Incan village.



▶ ◣ ▼ ▶ ◀ + Any Slash ◀ Briefly ▶ + Any Slash

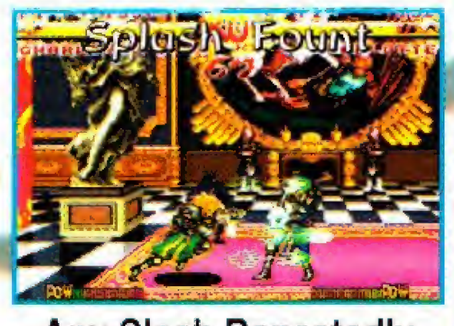


▼ ◣ ▶ + Any Slash

▼ ▶ ◀ + Any Kick

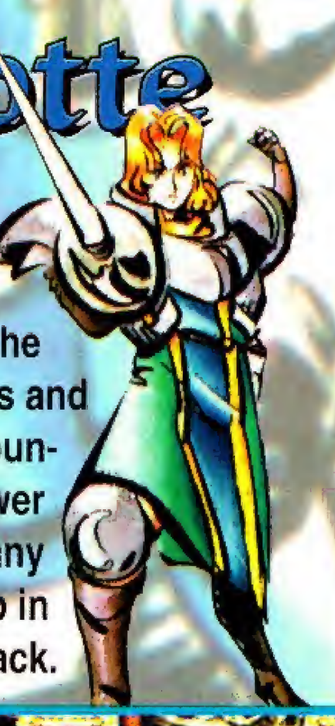
▶ ▼ ◣ + Any Slash

Both Slash Buttons simultaneously



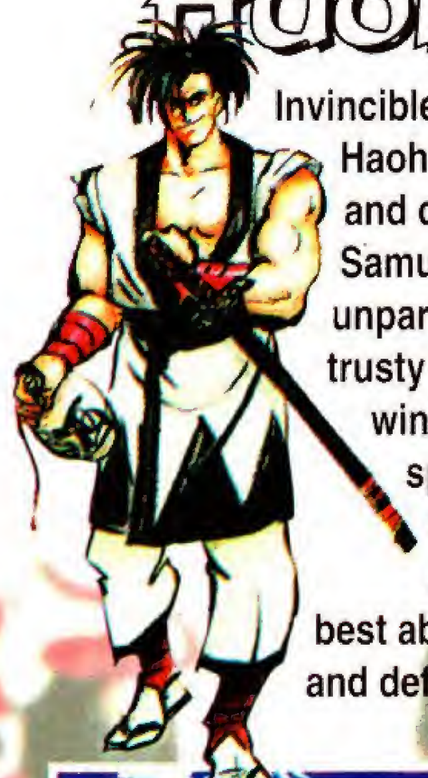
Any Slash Repeatedly

Charlotte



An accomplished swordsperson beloved by the common people of France, Charlotte has risen to save the masses from the disasters and despair that victimize her country. Her method of Power Gradation can overpower any adversary who tries to jump in for a quick attack.

Haohmaru



Invincible Samurai Sake expert Haohmaru has a taste for blood and cheap rice wine. This Samurai celebrity is known for his unparalleled swordsmanship, his trusty Fugu blade, and his whirlwind speed. With only two special moves Haonmaru is a very effective player. He has great speed and one of the best abilities to zone his enemies and defeat them.

▶▼◀ + Any Slash

▼◀▶ + Any Slash

▼▶◀ + Any Slash

Kyoshiro Senryo

▼▶◀ + Any Slash

▶▼◀▶ + Any Slash

▶▼◀ + Any Slash

▼▶◀ + Any Kick

The Kabuk master Kyoshiro Senryo is a temperamental actor with a deep desire to be worshiped and a need to stand out. He has left the climes of Edo to surpass his father the Kabuki master and legend NAO ITSU OBA. His main goal is to teach the citizens of the world the joy of Kabuki. Kyoshiro Senryou is a well balanced player with his honorable weapon the Shishi Ha (the Lion's blade). With a wide range of special moves which include both ground and air attacks, he is an excellent player to choose.

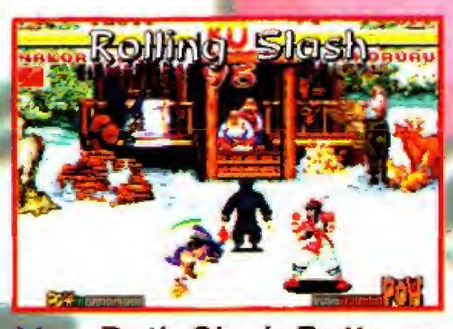
Flying ▼◀▶ + Any Button

▶◀▼▶◀ + Any Slash

The angel-faced eagle handler Nakorura is the kindly maid from Hokkaido who communicates with nature. She seeks to protect the Earth Mother's majesty from the dangerous follies of humankind. With her beloved companion, the majestic eagle Mamahaha, she foils the despoilers with her sword, the Hahamama Katana. The sword is a keepsake given to her by her late father.

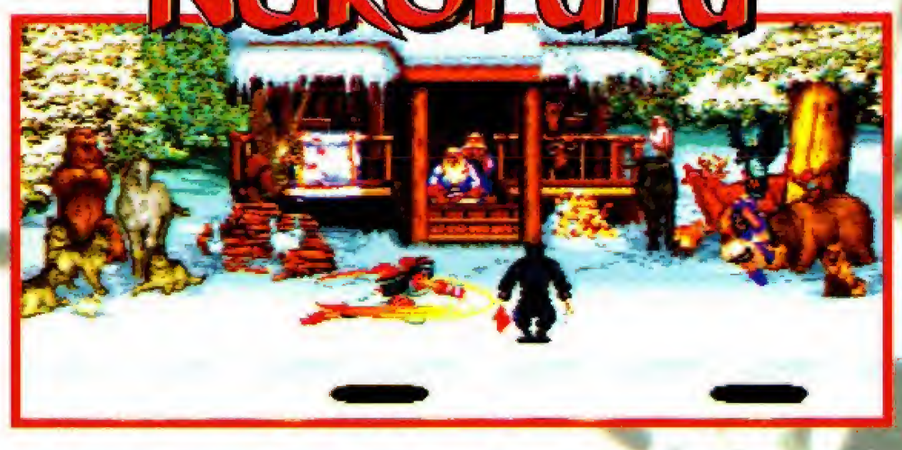
◀▶▼◀▶ + Any Slash

▼◀▶ + Any Slash

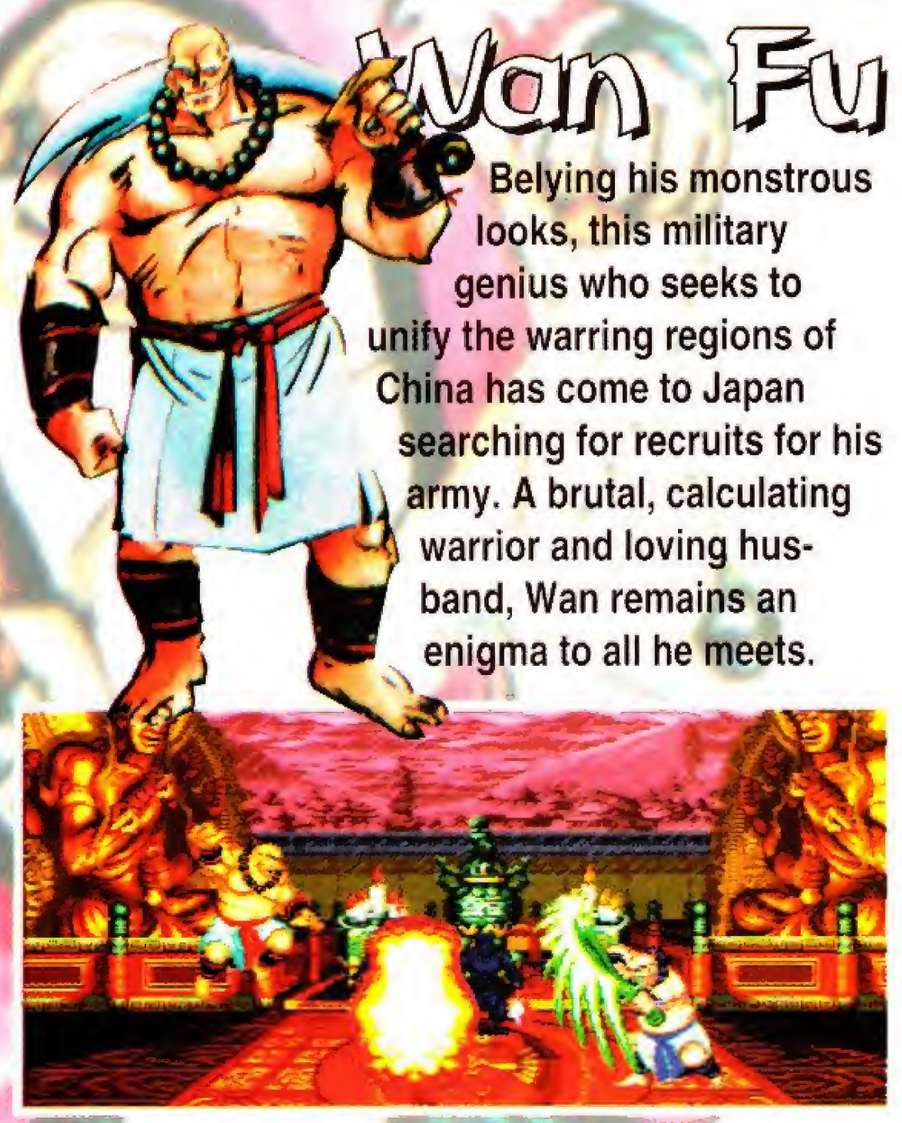


▼ + Both Slash Buttons

Nakoruru



Wan Fu



Belying his monstrous looks, this military genius who seeks to unify the warring regions of China has come to Japan searching for recruits for his army. A brutal, calculating warrior and loving husband, Wan remains an enigma to all he meets.

▶▼◀ + Any Slash

▼▶◀ + Any Slash

PUBLISHER	NATSUME
AVAILABLE	OCTOBER
THEME	ACTION
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	7
% COMPLETE	100%

OPTIONS

In the Options Mode you can change the difficulty level of the game. There is a sound test to check out some of the cool soundtracks. There is also a control setting.

CONTROLLER

Pad: Move Player
Select: N/A
Start: Pause
A: N/A
B: Jump
X: Bomb
Y: Fire
R: N/A
L: N/A

The controls of the game are great and a snap to pick up. You'll be a cowboy in no time.

STORY

Travel back to the Wild West, where things are wilder than you think. It seems that the future has meshed with the West, giving way to all sorts of havoc. You can play the role of two heroes as you step forward to blast the relentless hordes of bad guys back to wherever they came from. Natsume just made the Wild West wilder!

WILD GUNS

How To Survive In The West:

Here are the skills you will need in order to survive in the Wild West.

Jump:

A good way to avoid bullets.

Double Jump:

This will send you up higher.

Dive:

Dive quickly out of the way.

Lasso:

This briefly freezes enemies.

Hit:

Hit 'em with the butt of your gun.

Shoot:

Shoot incoming bullets.

Power Bomb:

When push comes to shove and there's just too many enemies on the screen at once, use your Power Bomb. It should just about wipe out everything on the screen so you can start fresh.

Trusty With The Steel:

Here are the weapons you can pick up in the different locations in the game.

BOMB: You start with three of these and can find more along the way. Destroy everything on the screen with this.

POP GUN: This is more or less the joke weapon. It does approximately no damage to any enemy in the game.

MACHINE GUN: This gun lets out a fluid stream of bullets that will quickly destroy anything in its path.

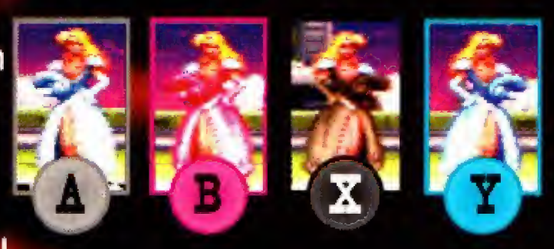
SHOTGUN: A decent gun to pick off easy prey. It unleashes a spray of bullets and also gives you a bigger crosshair.

GRENADE GUN: It's the second strongest gun. It will demolish anything in sight. It has a delay between rounds.

V-GUN: The strongest gun in the game! The only way to get it is by a timed meter that charges during the game.

Choose A Color:

Annie and Clint have four different colored outfits you can play as. Below are the four color dresses Annie can change into. WOW!



VERSUS MODE

The VS. Mode is an added feature that lets you know who's a better shot. This can be played two-player simultaneous or against the computer. First, start off by shooting cardboard cutouts that randomly pop up. Next you're in a mine shaft picking off falling rocks, barrels, and passing coal miners. Shoot down metal bugs in the last stage.

CARSON CITY

This is the first location you fight in. It's more or less a practice stage. Once you get past it, you can go to the next four main locations in the game. Carson City is made up of two areas; each comes fully equipped with Mid-Bosses. After finishing these two areas you then take on the main Boss.

Gun slingers attack you right outside a restaurant. They will also pop out of the windows and the carriage set in the background.

Freeze this mechanical cowboy and then fire away at it quickly.

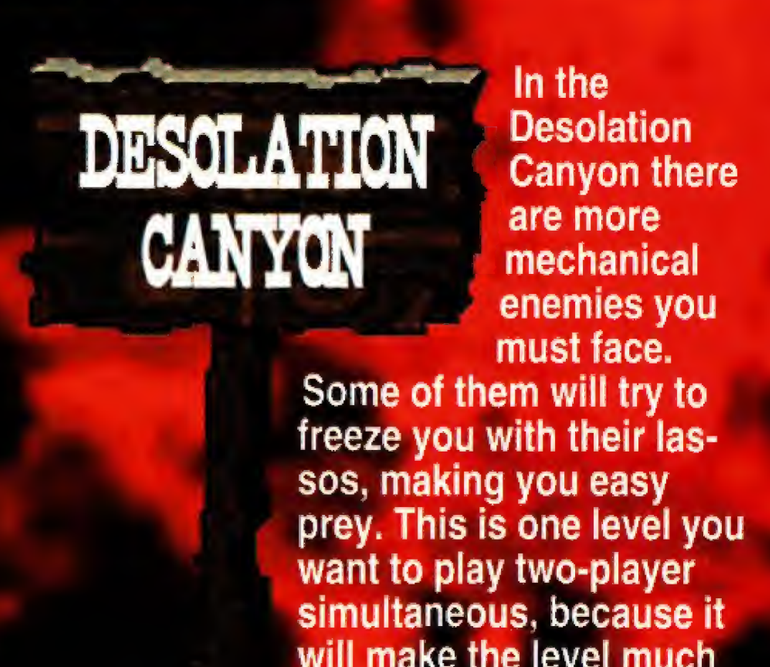
This Boss will fire fast, so get ready to jump very quickly.

This huge Mech will launch missiles at you and fire his machine gun as well. Shoot him in the head to do damage.

Inside the restaurant be sure to destroy the tables so enemies have no cover. They will also attack from behind the long bar.

DESOLATION CANYON

In the Desolation Canyon there are more mechanical enemies you must face. Some of them will try to freeze you with their lassos, making you easy prey. This is one level you want to play two-player simultaneous, because it will make the level much more bearable to pass.

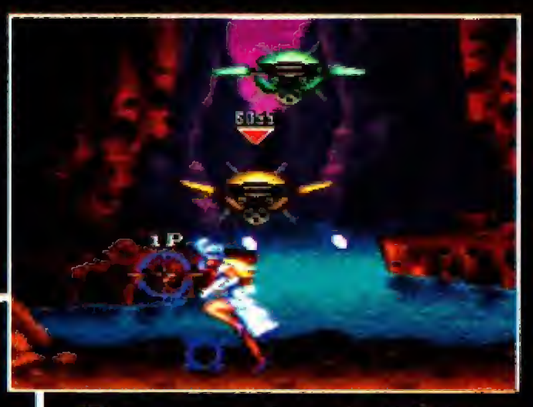


The battle tank will use a flamethrower. Be prepared to jump over it. When you see an opening, aim for the turret.

Be on the lookout for enemies riding on flying saucers and for guys trying to disguise themselves as bushes.

This bandit will keep you busy as he fires a stream of bullets at you.

If you don't hit this Boss fast enough he will keep on multiplying.



The second part of this level is a bit smaller than the first one, but it doesn't mean the action stops short. You could almost say this level is tougher because of the limited space you have to move around. Be sure to watch out for missiles fired from the water.

AMMUNITION DEPOT

Now the action comes at you in full force at the Ammunition Depot. You will notice quite a few enemies on this level, and some of them will start to throw dynamite at you. This, of course, can be used in your favor as you can throw it back at them. You're sure to be trigger happy here!

To defeat the main Boss you want to keep hitting the glass section. Be on the look-out for the sniper that pops out.

The heat is on here. Be sure to take out the machine gun-based pod at the right. That will knock off most of the gunfire coming at you.

This Mid-Boss is similar to the previous one in the Desclation Canyon.

The evil one from the restaurant returns with a new sidekick.

In the next part of this stage, the bad dudes are protected by bullet-proof shields, and can only be hit when their guard is down.

GOLD MINE

You have to be a crack shot in order to survive this level. Most of the enemies are lurking way in the distance or speeding by in a mine cart. Two players are much needed here to hold the fort down. One player can take on the enemies in the background and the other in the foreground.

This is the fist section of the Gold Mine, which is a bit smaller than the upcoming section. Here miners ride in on carts, throwing dynamite and swinging their mallets at you when in close. Above the tunnel there will be snipers just waiting to take you out.

The mechanical cowboy is back. Freeze him with the lasso.

Take out the two side guns, then go for the gem in the center!

This tough crab Boss will use his claws to ward you off. Be sure to avoid them and hit him between the eyes when his guard is down.

Robots will drop down, spraying gunfire everywhere. Be sure to take them out first. Next go for the guys in the back.

This Boss flies in with a jet back attached to him, throwing dynamite at you. He will also fly into the foreground and charge you with his knife. Get ready to jump!

Enemies come riding in on horseback as they shoot at you in a frenzy.

Here are the main sections you want to hit on the train. Be on the lookout for snipers, too.

Dune buggies race by. They will try to get a quick shot off as they speed past you.

The hand car will launch out missiles in order to stop you. Aim for the men.

ARMORED TRAIN

In the Armored Train level there are no Mid-Bosses or different sections to the level. The entire level consists of the train. There is a section before the train comes where enemies ride in on horseback and in dune buggies. Once you defeat the train, you then face the main Boss.

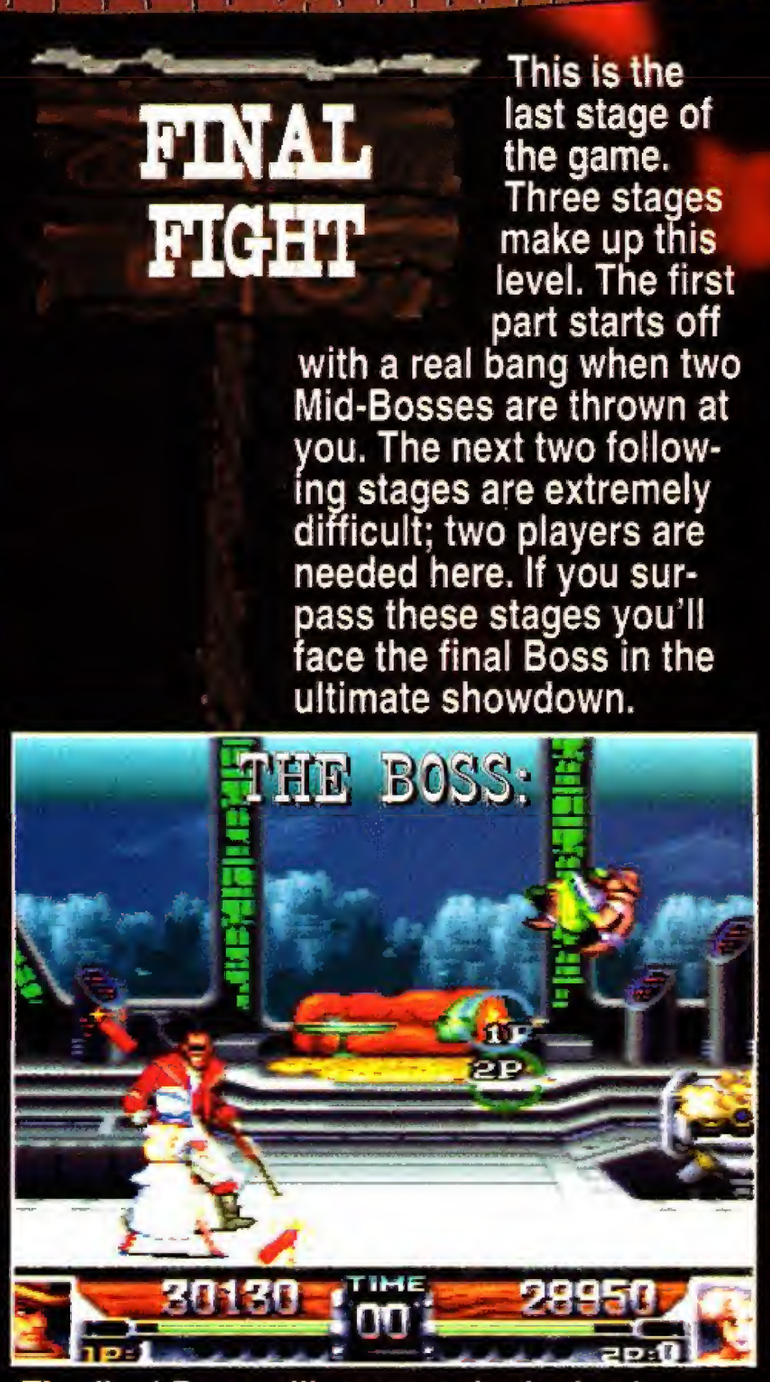
Try to concentrate on one Boss at a time for less confusion.

FINAL FIGHT

This is the last stage of the game. Three stages make up this level. The first part starts off with a real bang when two Mid-Bosses are thrown at you. The next two following stages are extremely difficult; two players are needed here. If you surpass these stages you'll face the final Boss in the ultimate showdown.

Have one guy freeze him while the other fires at him and the surrounding enemies.

Attack the center gun point, and get ready to jump a lot.



The final Boss will start out in the background, launching missiles at you. He will then jump to the foreground for a close attack.

SUPER NES PREVIEWS

EARTHWORM JIM

PRESS START OPTIONS

PUBLISHER	PLAYMATES
AVAILABLE	OCTOBER
THEME	ACTION
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	20+
% COMPLETE	65%

OPTIONS

In the Options Screen you can modify the difficulty of the game from practice to difficult. You can also change the button configuration to suit your own needs.

CONTROLLER

Pad: Move Jim
Select: N/A
Start: Pause
A: Whip Head
B: Float Down
X: N/A
Y: Fire Gun
R: N/A
L: N/A

It takes a bit of time to get used to Jim's moves. But once you do, you're on your way.

STORY

Jim started life as a simple earthworm when suddenly, out of the sky, a nuclear-powered space suit falls onto our wormy friend. The radiation mutates the worm into the head of this suit, thus creating Earthworm Jim. Psy-Crow continues to search high and far for the suit he rightfully stole. Only Jim can bring peace back to the land.

Jim's Slimy Moves:

Here are some of the moves you must master in order to beat the evil Psy-Crow.

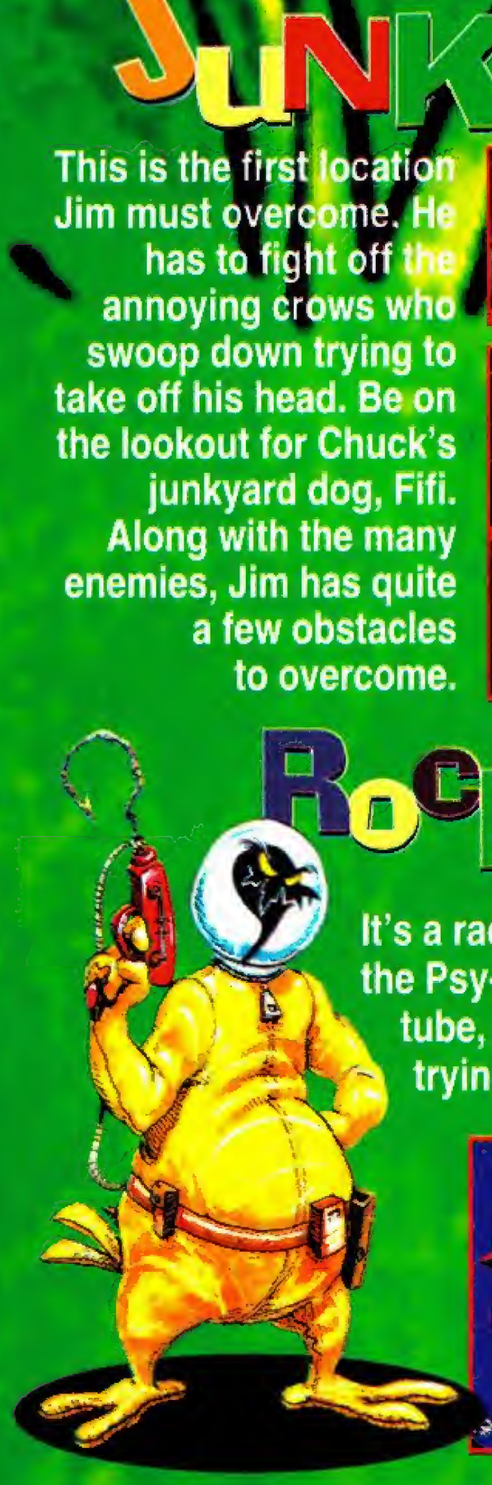
This is the first location Jim must overcome. He has to fight off the annoying crows who swoop down trying to take off his head. Be on the lookout for Chuck's junkyard dog, Fifi. Along with the many enemies, Jim has quite a few obstacles to overcome.

Make sure you hit all the checkpoints.

Fifi makes a quick lunch out of Jim.

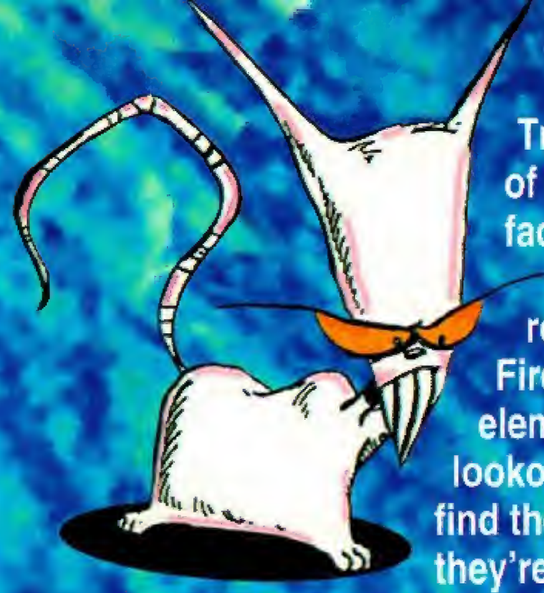
Watch out for the transformation in this Mid-Boss.

Use the crate to hit Chuck. Watch out for the flying fish Chuck upchucks.



ROCK TUBE

It's a race against Jim's nemesis, the Psy-Crow. Here, fly inside a tube, avoiding the rocks while trying to grab the icons.



Travel to the pits of hell as Jim faces the evil creatures who roam this land. Fire is another element to be on the lookout for. Try to find the green crystals, they're the key to getting around the level. The Boss, Evil the Cat, is set in the background waiting.

What the Heck

Bungee Volcano

Jim takes the sport of bungee-jumping to a new level. Basically, it's Jim versus Major Mucus as you try to break Major's rope while plunging to the bottom of the canyon. A huge beast at the bottom awaits the loser.

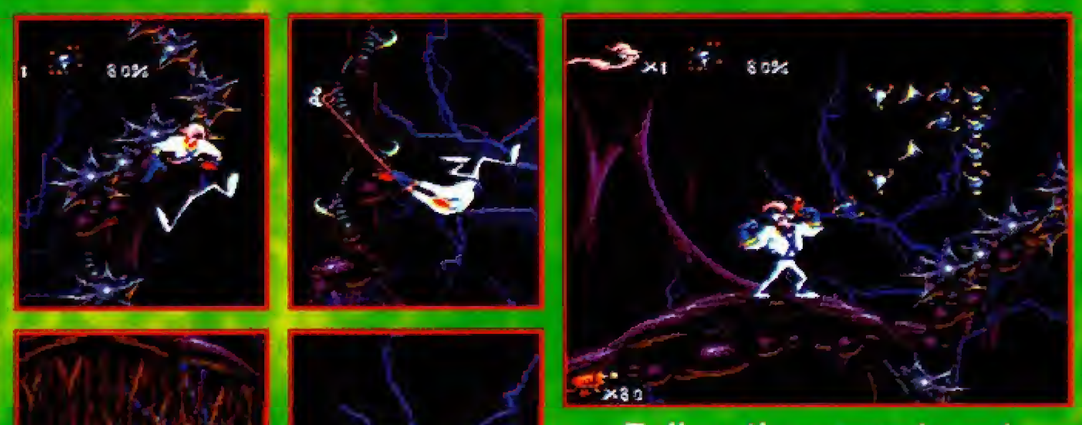
Hit Major on the side of the canyon to weaken his rope.

One wrong move will send you flying against the wall.

Buttville

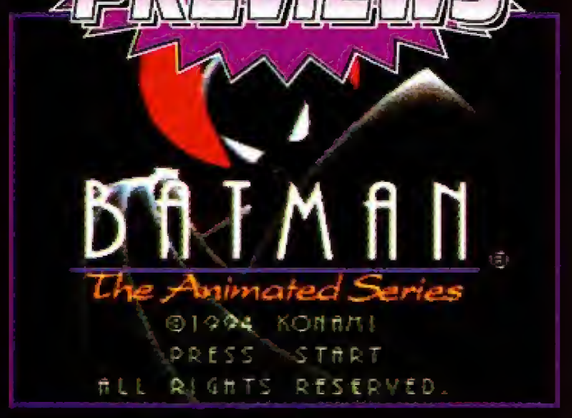
Welcome to Buttville. It's inside these dark and creepy caverns that you face Queen Pulsation, Bloated, Festering, Sweaty, Puss-Filled, Malformed Slug-for-a-Butt. Below is a map of this huge Boss you must defeat. All of Jim's skills are needed here so he can get his butt out of Buttville!

Aliens will pop out of the background and attack.



Follow the arrow to get to the next location.

SUPER NES PREVIEWS



PUBLISHER	KONAMI
AVAILABLE	OCTOBER
THEME	ACTION
MEGABITS	16
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	8
% COMPLETE	55%

OPTIONS

Based on the popular cartoon series (and subsequent full-length motion picture), Batman now has his own game with graphics right out of the show!

CONTROLLER

Pad: Moves Batman
Select: N/A
Start: Pause
A: Use item
B: Jump
X: Change item
Y: Punch/Kick
R: Block
L: Block

Batman has separate attacks whether he is standing or crouching on the ground.

STORY

This is a different game than the previous Konami Batman title (Batman Returns). Whereas Returns was more of a side-scrolling Final Fight, this one requires a little more strategy and reflexes. In this game Batman is pitted against some of the animated series' villains (like Poison Ivy and the Joker) with music from the show.

THE ADVENTURES OF BATMAN & ROBIN

THE BASIC MOVES OF BATMAN:

Batman has several attacks, and can even block his enemies' attacks. Some of his movements take some practice to fully master, though.

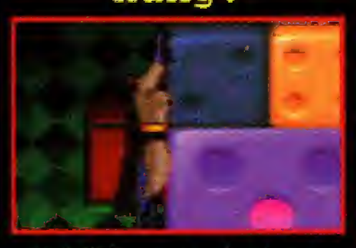
Block:

Protect yourself from blows.

Throw:

Close to enemy, then PUNCH.

Hang:



JUMP up to ledges above you.

Wall Jump:

JUMP at a wall, then JUMP again.

Jump Kick:

JUMP up, then press PUNCH.

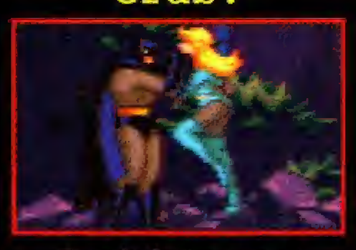
Roll:

Diagonally down forward, JUMP.

Punch:

Simply press the PUNCH button.

Grab:



Push into your enemy to grab.

Low Kick:

Push DOWN, then press PUNCH.

Weapons of the Dark Knight:

Batman has several weapons and items he can use in the game. These range from smoke bombs to Batarangs. Batman also has an X-ray Scope so he can see at night, and a Gas Mask for areas where the air is unfit to breathe. You have limited quantities of some items.

Stage 2-1: Poison Ivy's Forest

Don't just think Batman can run through the forest—beware of objects that fall from above! Ivy's henchwomen will also attack with their gas guns. Don't try and grab them—they will kick you away and do you harm instead! Giant earthworms will also attack from the ground below.
Defeat these by crouching and using kicks to smash them into oblivion. A long vertical section is next.

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STAGE 1-1 & 1-2: The Amusement Park

HARLEY Q.

The first part of Stage 1 takes Batman through the city streets and into an amusement park! Once inside Joker's Funhouse, the walls will close in on you, sometimes revealing deadly spikes on the ground.

There is a Mid-Boss of this stage—a giant nutcracker! Avoid the pointed staff and kick it in the head!

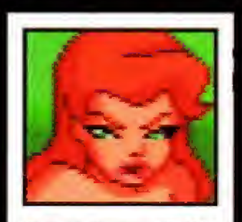
STAGE 1-3: The Roller Coaster

This part takes place on a fast-moving roller coaster! Joker will throw parachuted bombs at you, but these can be punched or kicked away. At first, you cannot directly fight the Joker—wait until later when the scene changes!

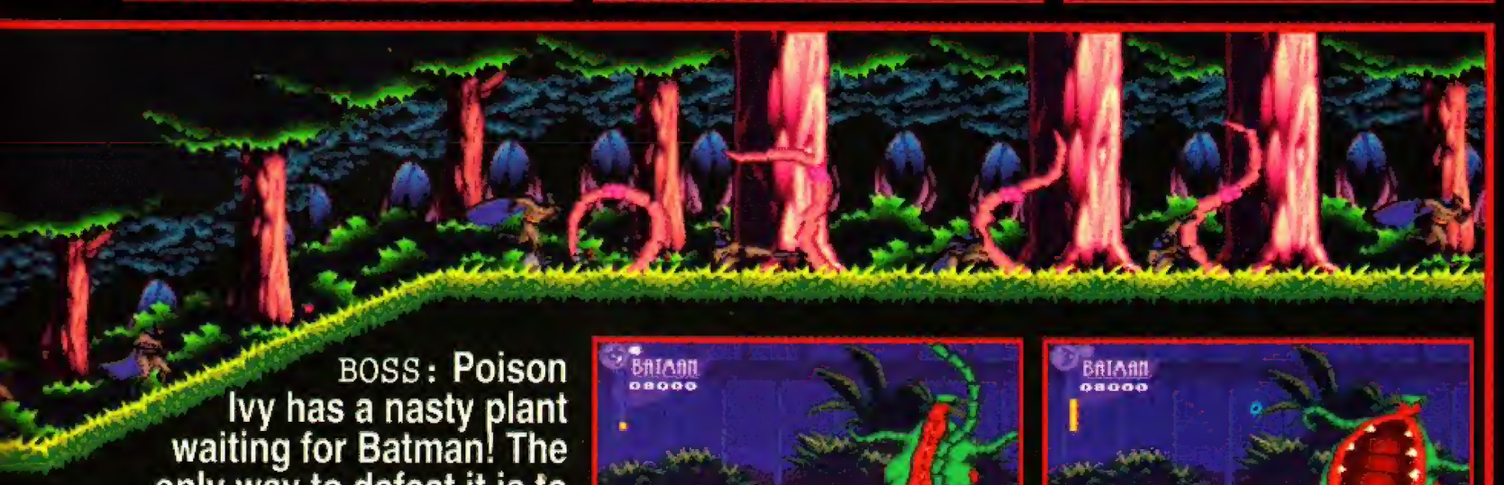
JOKER

Defeat archenemy Joker by punching his bombs back at him, and later pummel him with your fists!

STAGE 2: Poison Ivy


POISON IVY

Poison Ivy's stage takes place in the woods. The first part (map below) is a horizontal run through the woods with prickly objects that fall from above (and roll downhill). The next part (map right) is a vertical run where you must climb vertically to the top while fighting enemies. Get ready to move fast—there is a horizontal scratch where the trees you stand on will fall. If all else fails, use the grappling hook to ensure passage.



BOSS: Poison Ivy has a nasty plant waiting for Batman! The only way to defeat it is to kick it in the mouth when the mouth is open! Poison Ivy will also attack!

SUPER NES PREVIEWS

PUBLISHER	KONAMI
AVAILABLE	OCTOBER
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	9
% COMPLETE	100%

OPTIONS

You can configure the joypad to your liking and can pick STEREO or MONAURAL sound. There are also three skill levels: Easy (Digest), Normal, and Hard.

CONTROLLER

Pad: Move character
Select: N/A
Start: Pause
A: N/A
B: Jump
X: N/A
Y: Attack
R: Rolling Right
L: Rolling Left

There is an option where you can configure the various buttons to your liking.

STORY

Sparkster makes his way to the Super NES system! This time he is given a leaner, meaner look than the one he had in the previous Rocket Knight Adventures for the Genesis system. This time he's off to save the princess (again) and must travel through several levels to save her. Sparkster has some new attacks as well.

ROCKET KNIGHT ADVENTURES: A KINDER, GENTLER SPARKSTER?

Sparkster has been redone! Instead of the cutesy little character, Sparkster is now more determined-looking. He also has a roll attack where he briefly turns into a fireball to move left or right.

GENESIS, 1993

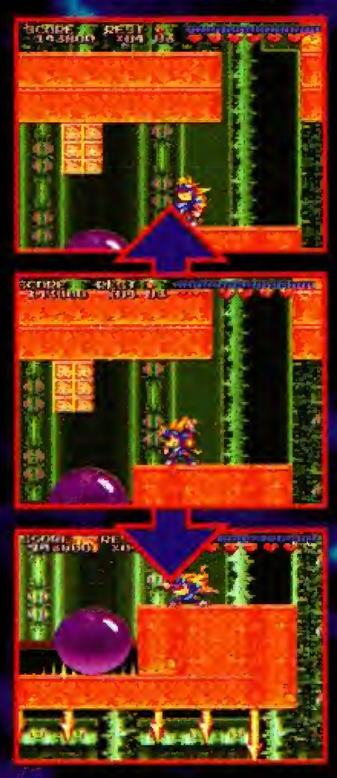
GENESIS, 1994

SUPER NES, 1994

ROCKET KNIGHT ADVENTURES COMES TO THE SUPER NES:

SPARKSTER

LOOK OUT, SPARKSTER!

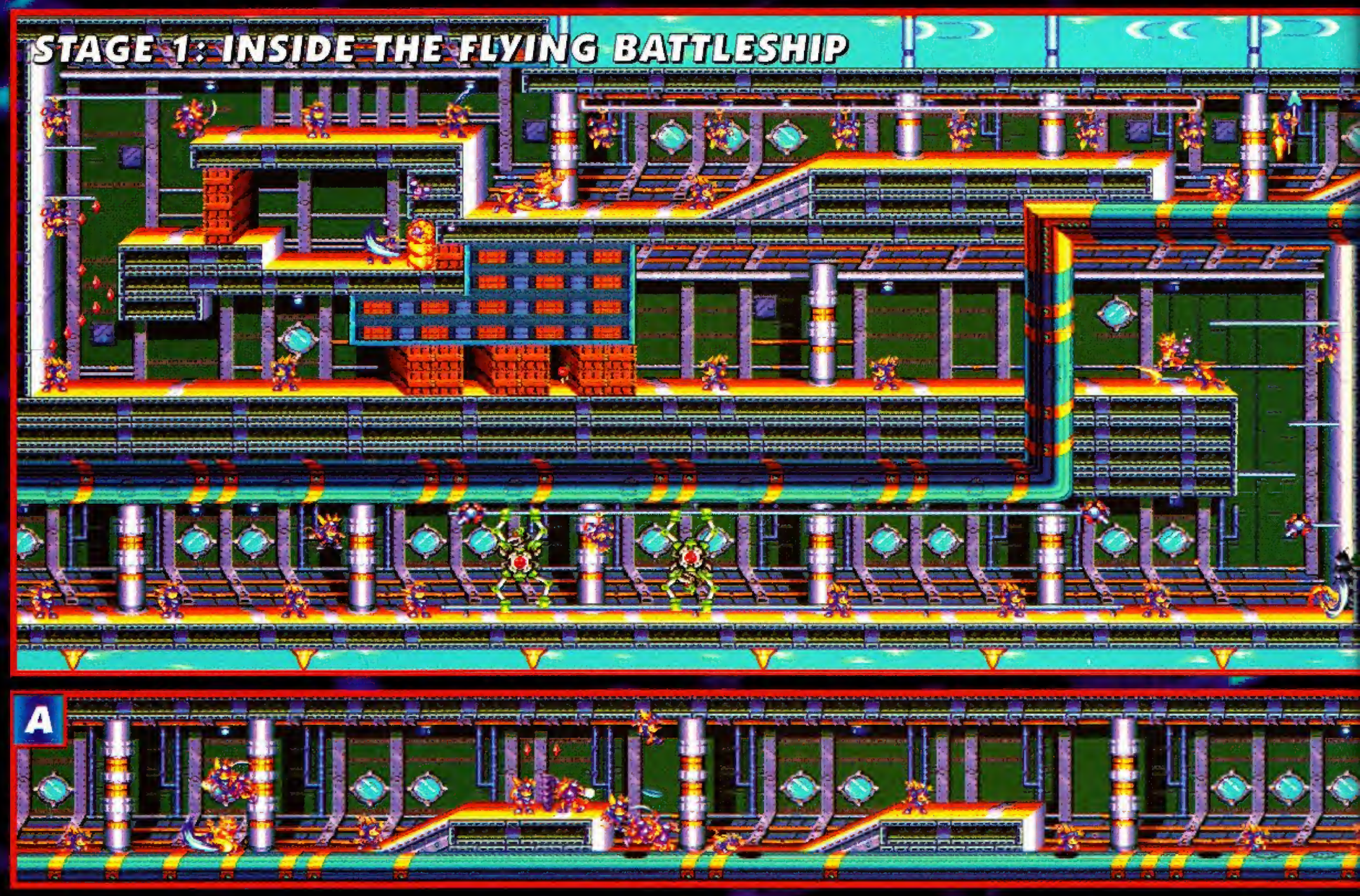


Push DOWN or UP on the control pad and Sparkster can see what is above or below! He can also do a crouching slide to avoid potential overhead and under foot dangers!

STAGE 1: THE DEADLY FOREST

A quick run through the woods! Be weary of rocks morphing into enemies! There is a Mid-Boss at the flying battleship: a giant mechanical monkey!

STAGE 1: INSIDE THE FLYING BATTLESHIP



PASSWORD FEATURE:

This time there is a Password feature, so you can continue a previous game. Slash the squares to show the items!

SPARKSTER'S FLIGHT PATTERNS:

Sparkster can rocket in one of eight directions if you hold down his attack button until his Power Meter flashes red! He also has a Stationary Spin attack!

ICONS TO FIND:

Find these items!

1-UPS GALORE:

APPLE: Gives you one Heart.

1/2 APPLE: Gives you half a Heart.

BANANAS: Gives you four Hearts.

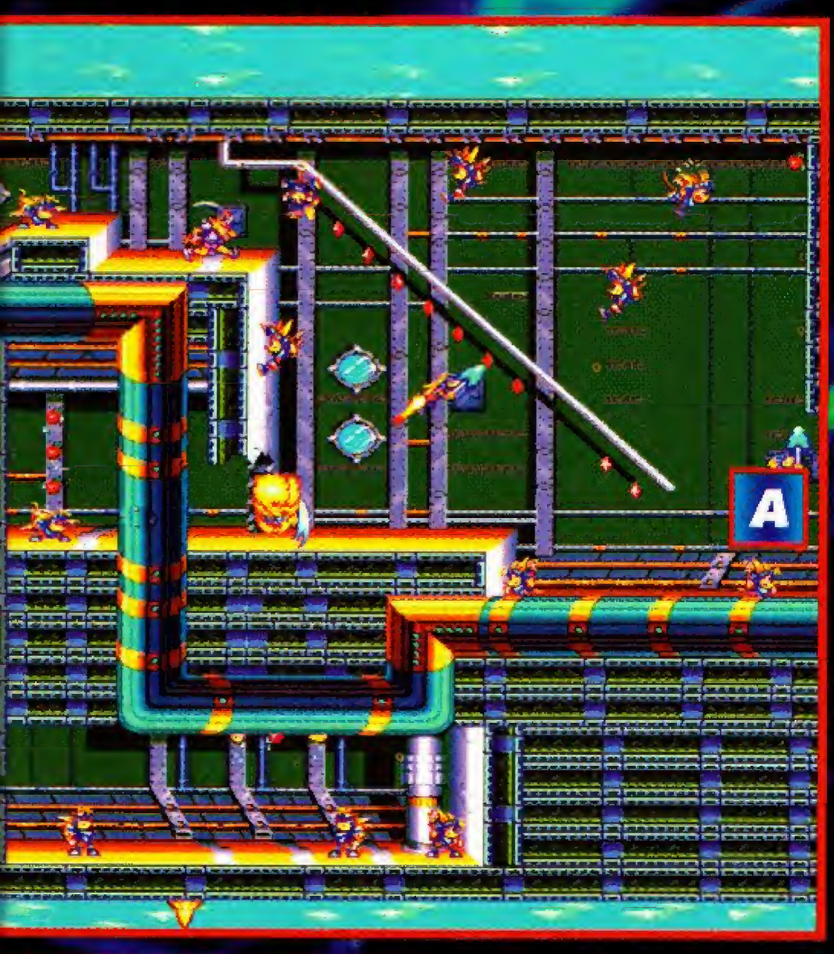
GEMS: Get 100 for an extra life.

STAGE 2: ENEMY FACTORY

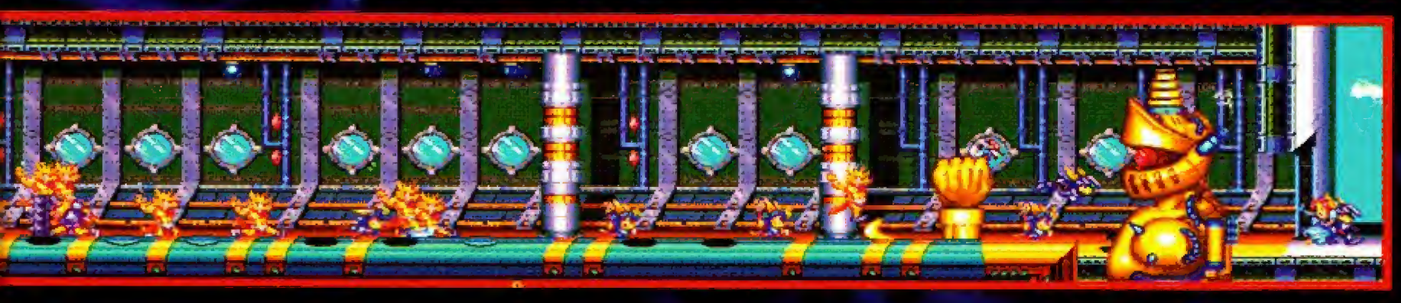
The factory has many dangers in store for our hero, especially the giant pinch rollers that can take away his life if he falls into it! The Boss is a robot on a conveyor belt!

STAGE 3: SPARKSTER'S WILD RIDE

Hop on the mechanical bird for a fast stage through the woods and across dangerous cliffs! The Boss hangs from the top vine and drops bombs and shoots flame.



The second part of Stage 1 takes place in a giant airship! There are several hidden areas you can smash your way to, and plenty of enemies to defeat as well. Just when you thought you rescued the princess, a giant armored Boss will smash through the floor armed with laser beams and little drilling drones. Smash into his eye!



A LATER STAGE: PYRAMID OF DOOM

Across the shifting sands and into the pyramids! This level is like a stage, with rotating rooms and other surprises! The Boss is a giant segmented snake!

SUPER NES PREVIEWS

PUBLISHER	BANDAI
AVAILABLE	SEPTEMBER
THEME	ACTION
MEGABITS	16
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	7
% COMPLETE	100%

OPTIONS

There is a password feature and a Sound-type Option. Also if you finish the game, a password will be given that allows a Two-player Versus Mode.

CONTROLLER

Pad: Move character
Select: N/A
Start: Pause
A: N/A
B: Jump
X: Special
Y: Attack
R: N/A
L: N/A

There are a few different control configurations when you are in Mech Mode.

STORY

Based on the immensely popular FOX television show, Mighty Morphin Power Rangers has the five main characters pitted against the evil Rita Repulsa! Utilizing their special powers, fight through the various stages, and combine all the Power Rangers to form a giant mech for the final showdown! It's Morphin mania!

This is a long horizontal run through deadly city streets! Watch for Rita Repulsa's henchmen. They are everywhere—even disguised as ordinary people.

The second area will introduce vertical scrolling! Tap twice up on the control pad while hanging to ascend to platforms. The Boss attacks with a rake and accordion. He also teleports around the screen, making him unpredictable! The key to beating him is to wait for him to appear, then smash at him rapidly before he vanishes again. He also has a fireball.

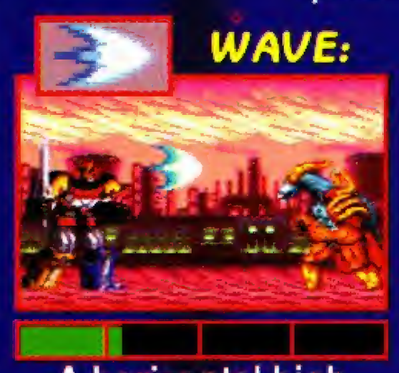
MECH MODE: NOW THE POWER RANGERS WORK TOGETHER!

The last two areas are where you must fight the final two Bosses using a giant mech outfit. The last Boss has two parts and is a tough one!

SPECIAL MECH MOVES: WATCH THE METER!

The power bar below shows which special move you can perform! To do one such move, press the X button. The longer you wait, the more powerful the move.

WAVE:



A horizontal high blast of blue power.

FLAME:

A fiery horizontal blast on the ground.

BALL:

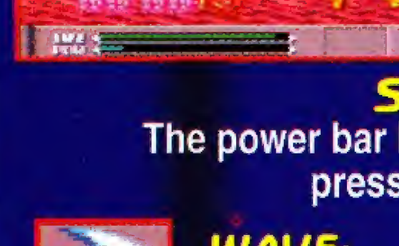
You will jump and fire diagonally down.

SLASH:

A very potent wave.

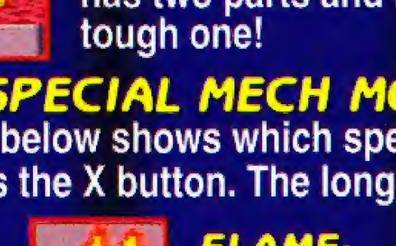
REGULAR MECH MOVES:

DASH SLASH:



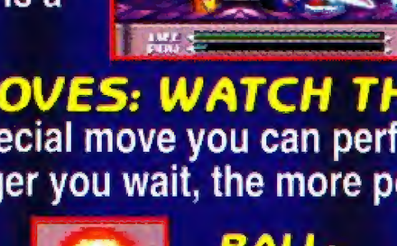
Tap twice forward, then press Y.

LOW SLASH:



Push down forward, then press Y.

SLASH:



Push forward, then press Y.

KICK:

Close to enemy, then press Y.

HEAVY SLASH:

Push UP, then press slash (Y).

BLOCK:

Block high or low with this one.

Mighty Morphin Power Rangers © and ™ 1994 Saban Entertainment, Inc.

Bones is the Boss and he attacks in three forms: First he is a swordsman with a ground fireball and other nasty attacks. Then he will still attack—even though he will have no arms. His last form is a floating head.

AREA 3: The Sewers

This area requires you to swim! However, you cannot hit your enemies while you are floating! They are simple to avoid, though—just stay out of their reach. There are also underwater fans and other various hazards to watch for.

The Boss of this area is a giant mass covered with eyes! Stay close—if you are far away it will launch several eyes in the air that will hit you repeatedly. Also beware of its big blue laser! He can fire it high or low.

HEALTH

BOMB:

These three items will increase your health or give you an extra bomb!

POWER RANGER BOMBS AND MORE:

Each Power Ranger has a bomb that will wipe all enemies off the screen! You only have one bomb, but there is an icon for another one. Each character also has a combo attack (see sequence above). This can be done by repeatedly pressing the punch button while standing and will score multiple hits for more damage! This works as an ordinary person or Power Ranger.

COMBO ATTACK: KIMBERLY

MOVES OF A POWER RANGER:

All five Power Rangers have their own set of common moves. However, before transforming into a Power Ranger, each character must first fight as an ordinary human! Not all Power Ranger moves can be performed as an ordinary human.

WALL JUMP:

Jump at wall, ► + press B.

DOUBLE JUMP:

Press Jump rapidly.

SLAM:

Grab, push ► and press Y.

JUMP KICK:

Jump, push ◄ and press Y.

RABBIT PUNCH:

Grab, ◄ then press Y.

AIR THROW:

Grab, push ▲ and press Y.

JASON:

Jason is one of the toughest Rangers. He uses a sword for attacks!

BILLY:

A bit cowardly, Billy uses a short trident he can spin and hit enemies with!

TRINI:

Trini is very quick, using her two sais! However, she wounds a bit easily!

KIMBERLY:

Like Trini, Kimberly is also very quick. She uses a bow and arrow to give her range.

ZACH:

A dancer, Zach has a heavy axe that causes bad guys massive damage!

SUPER NES PREVIEWS

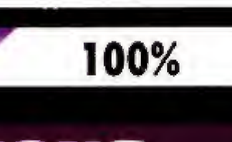
PUBLISHER	TITUS
AVAILABLE	4TH QTR. '94
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	17
% COMPLETE	100%

OPTIONS

There is no control configuration or sound/music test. There is, however, a password feature where Ardy must put blocks in a certain order for the option to work.

CONTROLLER

Pad: Move Ardy
Select: N/A
Start: Pause
A: Attack
B: Jump
X: N/A
Y: Attack
R: Run
L: Run



The pad moves Ardy around, with buttons performing attacks and jumps as needed.

STORY

Several gems have been stolen and Ardy Light Foot must get them back. Accompanied by his friend Pec, the twosome must traverse several treacherous levels to retrieve them all. Several Bosses and other enemies await our heroes. Can Ardy and Pec destroy the ultimate evil at the end of the line? Find out with Ardy!

ARDY LIGHT FOOT...

Ardy has several unique attacks, including two jumps and a shield to protect him.

Tail Jump:

Pick-Up:

Push Item:

Duck:

Pull Item:

Shield:

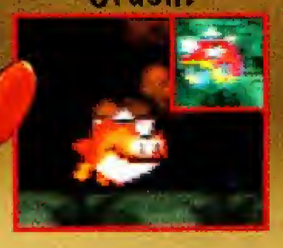
...AND HIS FRIEND PEC:

Pec is Ardy's constant companion, and has several attacks, depending on the item he gets. Pec also allows Ardy one hit—if Ardy is hit, Pec will vanish. You can usually find Pec again by opening one of the many Treasure Chests in the stages.

Bite:

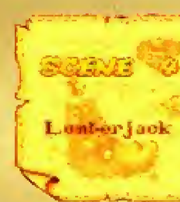
Inflate:

Crush:



Friend or Foe?

At times, a mysterious explorer will show up and help Ardy out in rough situations. Is this enigma Ardy's friend, or an enemy working against our hero?



This is a quick run through a trap-infested forest! Watch for pits lined with spikes and other nasty surprises.

Up the tree! This scene has a frustrating factor—if you fall at any point, you have to start climbing all over again.

Look before you leap—you never know what's below! This scene is loaded with spike-filled pits, so be very careful in this area.

Beware of some of the stumps you stand on—they may rotate and throw you off. Also beware of enemies that fire projectiles.

Here Pec must use his inflating ability for the first time. To ride him, just press the Y button and then hop on. He inflates for a limited time.

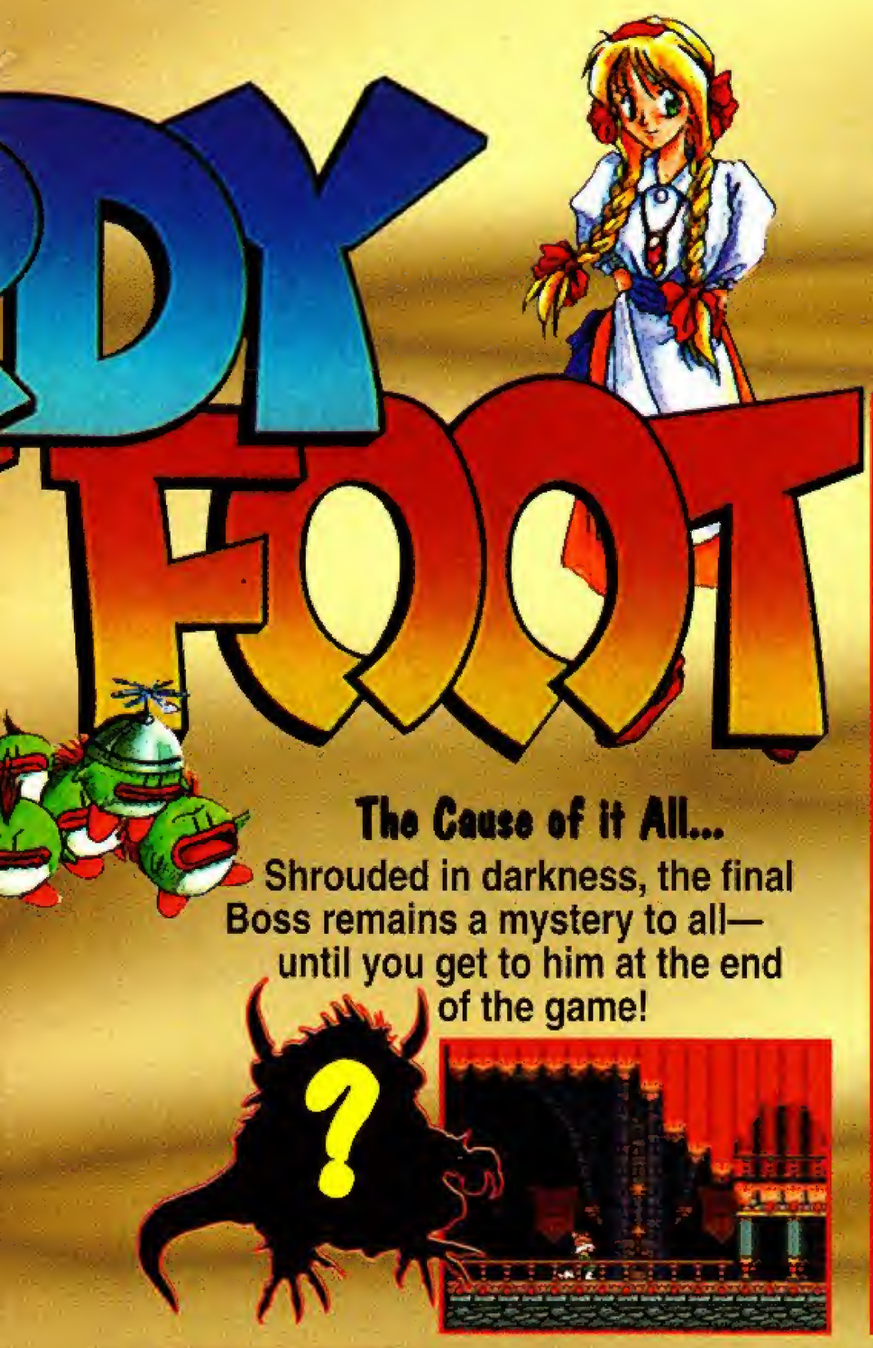
Press the correct button to defeat Catry with the giant boxing gloves. Fortunately, there is a 1Up before this fight.

Taking place on the outside of a pirate ship, Scene nine has a couple of routes you can take to reach the Boss! However, there are some leaps of faith you may have to take as you can't always see where you will land!

STAR:
Grab these items for points, get 100 and you get a 1UP!

ARDY AND PEC'S TORTUOUS JOURNEY: What's in Store.

Starting at the Prologue Scene, the map below shows where Ardy and Pec must travel before confronting the last Boss in the game! Some areas contain more than one scene. 1) Mining Town Ablaze, 2) Grounder's Mine, 3) Tunnel Chase, 4) Lumberjack Forest, 5) Catry's Tree Fortress, 6) Eaten!! 7) Ancient Pyramid, 8) Mouse Trap, 9) Gilson's Pirate Ship, 10) Island of Ruins, 11) Beecroft's Stronghold, 12) Underground Passage, 13) The Castle, 14) Throne Room, 15) The Tower, 16) Hall of Mirrors, 17) Royal Throne Room. After Scene 9, the pirate ship, the map will change to a series of brief cinemas (pictured below) showing where Ardy and his friend Pec are off to next.



The Cause of it All...

Shrouded in darkness, the final Boss remains a mystery to all—until you get to him at the end of the game!

After the escape from the Tree Fortress, Ardy's adversary is swallowed up by a giant worm. Determined to get the Gem, Ardy and Pec get swallowed, too.

Scenes seven and eight take place inside the giant pyramid! Moving platforms, trap doors, and even a genie await you in this labyrinth of traps!

Using Ardy's climbing abilities, carefully scale the drooping vines in the worm's mouth. Be careful of spikes and acid that drips from the ceiling—you definitely don't want to lose Pec here!

There is no Boss in the worm scene, there are only deadly spikes and enemies to worry about. After this scene, the worm will be cut open and it's on to the next scene—inside the huge pyramid.

(Below) Get the gem from the mouse that quickly slips into holes and other narrow spaces! Watch out for the spikes, and use Pec to eat up enemies.

(Left) This genie is easy to defeat. Simply do a pogo jump on its head and get on the ledge with the lamp. Then keep doing pogo jumps until it dies.

(Right) Just as the walls start coming down, the mysterious explorer comes to the rescue. You have to be quick here.

This Boss is easy to defeat. Wait for it to enter then stay on the top part of the anchor. Then use fast pogo jumps.

However, this guy does have some potent attacks—like launching feathers and missiles. He even throws his hook.

PUBLISHER	JVC
AVAILABLE	4TH QTR. '94
THEME	ACTION
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	19
% COMPLETE	85%

OPTIONS

There is a difficulty setting, as well as a sound configuration. You can also configure the buttons on the control pad to your liking. There is a Password Option.

CONTROLLER

Pad: Move character
Select: N/A
Start: Pause
A: Specials
B: Jump
X: Bomb
Y: Shoot
R: Look up
L: Look Down

Some of the functions are different depending on the character you play.

STORY

They're back in the final installment of the middle three *Star Wars* episodes. Super Return of the Jedi has more Megs, more characters, and more everything! Play as Luke Skywalker, Han Solo, Princess Leia, Chewie, and even Wicket the Ewok. Several levels await you—all ending with Luke confronting Vader and the Emperor.

CAST OF CHARACTERS:

Five characters are in Super Return of the Jedi! Leia has three different character types, depending on the scene she's in. Wicket the Ewok is also in the game. Each character has a special plus a regular attack. Luke Skywalker can use the Force (as he could in Super Empire Strikes Back). Additionally, there are some new enemies—most notably, the evil Emperor, Jabba the Hut, the Rancor monster, and many others from the movie! There are even 3-D Mode 7 flying sequences with the Millennium Falcon and Speeder Bikes.

LEIA REBEL

LUKE SKYWALKER

HAN SOLO

LEIA BOUSHH

CHEWIE

LEIA

WICKET

THE STORY SO FAR...

Episode IV: A NEW HOPE
(STAR WARS) JVC / 1992

The first episode had the Rebels victorious as they destroyed the Death Star. Yet, the Empire would strike back.

Episode V: THE EMPIRE STRIKES BACK
JVC / 1993

Luke and the Rebels flee the Empire, with Vader defeating Luke. Luke learned the Force in this one.

SUPER STAR WARS RETURN OF THE JEDI

JABBA'S SAIL BARGE:

Jabba the Hutt's giant sail barge will bring back memories of fighting to the top of the Sandcrawler in Super Star Wars! There is a Boss on the top that carries a giant ball and chain and won't hesitate to use it! Beware of falling off the bottom of the flying ship—it's instant death!

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SOME SCENES FROM THE MOVIE RIGHT IN THE GAME!

OUTSIDE JABBA'S FORTRESS:

One of the earliest stages in the game is a journey to Jabba's fortress! The Boss is also right out of the movie—the guardian at the door is a giant eye with segmented parts that attacks.

INSIDE THE SAIL BARGE:

Leia must fight through Jabba the Hutt's flying sail barge, to reach the Boss, Jabba himself! There are several levels to the ship, with several balconies where you can jump to lower levels.

THE POWER GENERATOR:

On the forest moon of Endor, Leia Rebel must destroy the laser beam core so the rebels can assault the Death Star! Beware the giant laser beam that will fire.

INSIDE THE DEATH STAR:

Although far from completed, the Death star has two of the deadliest enemies in the game: Darth Vader and the evil Emperor! Luke must face them alone, and the stage is loaded with platforms you can destroy with your lightsaber and fall to the platforms below.

MODE 7 SCENES:

Like previous Star Wars video games, Super Return of the Jedi has 3-D Mode 7 sequences! One involves a trip inside the unfinished Death Star! Another is a ride on the forest moon of Endor. There is also a shooter level involving the Millennium Falcon.

SUPER NES PREVIEWS

Bonkers

PUBLISHER	CAPCOM
AVAILABLE	SEPTEMBER
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	6
% COMPLETE	100%

OPTIONS

There is no difficulty setting, but you can configure the buttons to your liking. You can also select Stereo or Monoural sound effects for the game.

CONTROLLER

Pad: Move Bonkers
Select: N/A
Start: Pause
A: N/A
B: Jump
X: Bomb
Y: Dash
R: N/A
L: N/A

You can configure the buttons to your liking at the Options Menu Screen.

STORY

The Toon treasures have been stolen, and Bonkers the Bobcat must get them back. However, he must go it alone: his partner, and best friend, Lucky Piquel, has landed in the hospital. Bonkers must find the Sorcerer's Hat, the Mermaid's Voice, and the Magic Lamp. Using Bonkers' special attack methods, see if he can find the items.

OTHER DISNEY CAPCOM GAMES:

Aladdin

Super NES, 1993

The Great Circus Mystery

Super NES, 1994

The Main Map: Where to Now?

Before each stage is a master map. You can select which stage you want to enter. When you finish a stage, it will be crossed off with a big red "X."

Continue: No Laughing Matter!

To go on, you must listen to the comedian's really bad joke.

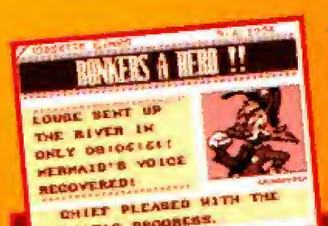
Not only that, but you must laugh at the bad jokes as well.

Intro Stage: Luminous Figure

The Intro Stage gives you a good chance to get used to Bonkers' several movements and effective attacks. The Boss is the Luminous Figure who possesses several objects to attack you with. If you have enough bombs, they alone should do the trick.

Ship Stage: Louise

The ship has several levels you travel to via the elevator. The most dangerous is the meat locker—if you stand still too long you will freeze.



Boss Louise can be beaten by jumping on his head. Avoid the bombs he throws at you.

Underground Stage: Collector

Near the end of the game, you will venture underground to fight the Collector! Following that, you will have to enter the Dream Land for the final confrontation.

Dreamland: Father Clock

This is the last stage in the game and leads to the final Boss. The most irritating aspect is the deadly cloud! It will hover over you and fire lightning bolts. The key is to keep moving quickly so the cloud doesn't have time to lock on and strike you from above.

kers

TM

Hot Salsa:

Drink a bottle of this item and Bonkers becomes temporarily invincible!

Fall-Apart-Rabbit:

Throw a Bomb at this bystander and he will give you an item. Also a checkpoint.

Bomb: Fills Bonkers' Bombs.

Heart: Adds one Heart to meter.

Donut: Gives one Heart on meter.

Shield: Help build up Bombs to 20.

Cake: Fully charge Life Meter.

Doll: Gives Bonkers a 1-Up.

Bonkers' Moves & Powers:

Bonkers has several abilities, including the essential Dash.

Bonkers can jump over enemies, or jump on top of them.

Push DOWN to Duck.

Using Bombs:

Throw: **Roll:**

Push the Bomb Button to throw a Bomb straight, or push DOWN and Bomb to slowly roll it on the ground toward a target.

Using the Dash Meter:

Build up the Dash Meter then push forward and the Dash Button. Bonkers will run. Push down while dashing and Bonkers will roll.

Several Areas for Bonkers to Investigate: Bonkers Must Find a Missing Piece in Each Area for the Final Confrontation.

Studio Stage: Wooly & Bully

Go inside the studio to face Wooly & Bully! Be careful of exposed spot-lights—they'll shock you! Weasels run wildly through treadmills, throwing bombs and banana peels at you. It gets crazy!

Defeat Wooly & Bully by hitting the large button at the far right of the screen to knock them down.

City Stage: Toon Helicopter

Run through the big city, breaking windows and dodging buses that try to run you over! The last section involves a vertical trip up a tall building, with baddies throwing bombs to knock you down.

Defeat the Mode 7 Toon Helicopter with bombs. Beware of his annoying little flying pilot, too.

Dreamland: Father Clock

This is the final stretch. Once you get to the floating clouds, the deadly one from above will go away. You need to delicately jump from cloud to cloud. The final part is a vertical stretch up the stones to reach the top. The Candle enemies can be charged at to be defeated. Once you reach the top, the final Boss awaits. Good luck on this one.

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SUPER NES PREVIEWS

MORTAL KOMBAT II

PUBLISHER	ACCLAIM
AVAILABLE	SEPTEMBER
THEME	FIGHTING
MEGABITS	24
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

You can configure your buttons, adjust your handicap, and turn the music off. You can also pick from five difficulty settings. There is also a Group Battle Mode.

CONTROLLER

Pad: Move fighter
Select: N/A
Start: N/A
A: Low Kick
B: Low Punch
X: High Kick
Y: High Punch
R: Block
L: Block

Pushing UP on the pad makes your fighter jump into the air. There are also combo moves.

STORY

After the first Mortal Kombat, the combatants have been gathered again, this time with some new fighters. This time, the kingpin is named Shao Kahn, and, with his multiarmed fighting companion Kintaro, has pitted the fighters against each other in fights to the death—or to the fatality! Are you prepared? Yes!

REPTILE:

The hidden character from the first game is now a controllable fighter! Reptile has the ability to turn invisible, spit acid, and launch a Gravity Ball that knocks enemies into the air—setting them up for a nasty uppercut!

SHANG TSUNG:

Defeated in the first game, Tsung is granted youth by Kahn in exchange for luring contestants to the fight. Shung can morph into any character, but will change back if hit.

MILEENA:

Kitana's clone has several fast moves: a teleport, a Ball Roll, and a Sai Throw.

KITANA:

Armed with her twin fans, Kitana has speed, agility, and a move that paralyzes opponents temporarily to set them up for anything.

JAX:

Jax has devastating contact moves that inflict maximum damage on his opponents. He is part of Sonya's U.S. Special Forces Team on the trail of Kano.

BARAKA:

Another new addition, Baraka uses long, sharp blades to shred his enemies.

KINTARO AND SHAO KAHN: THE FINAL CHALLENGES!

Kintaro and Shao Kahn are the last two challengers. Like Goro, Kintaro has four arms and attacks similar to those of Goro. Shao Kahn has a Lightning Tackle and an Aura Spear for his primary attacks. Both will require your true skill to defeat. You will fight them in the Arena.

MORTAL KOMBAT II

KUNG LAO:

Like Liu Kang, Kung Lao is a former Shaolin Monk.

SUB-ZERO:

(Above) The cold, blue ninja has a new Ground Ice to make his enemies slip and slide into anything.

JOHNNY CAGE:

SCORPION:

RAYDEN:

The thunder god Rayden has a close, shocking charge move and all-new fatalities. He can also perform his Torpedo move in the air.

LIU KANG:

MULTIPLE FATALITY COMBINATIONS AND FUN WITH EXISTING ONES:

On the Kombat Tomb Stage (left), when the Spike Fatality is done, press DOWN on both controllers. (Right) Do the Deep Freeze Sub Zero Fatality on the Dead Pool, then do his Dead Pool Fatality move. You will knock your opponent into the water while he or she is frozen!

THE DEAD POOL & THE PITS:

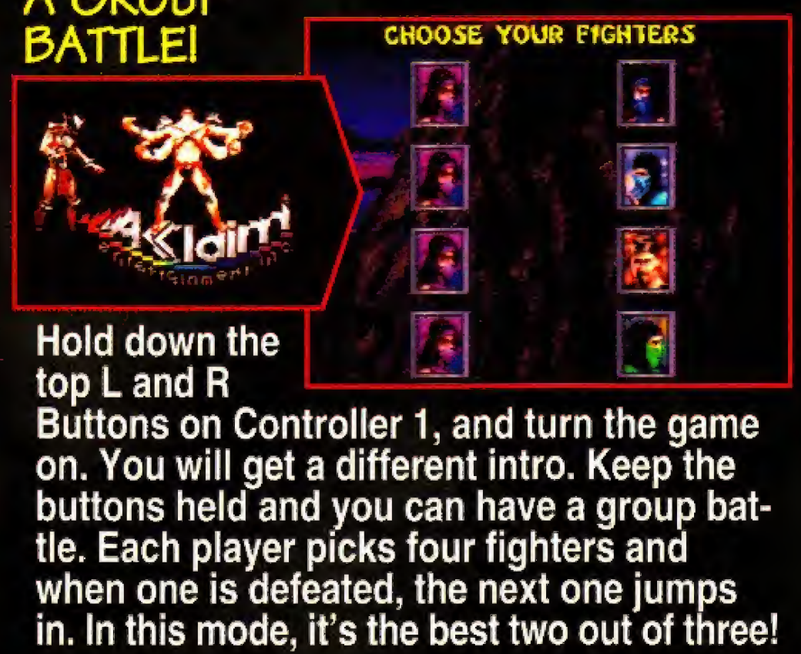
You also have some different fatalities on certain stages—like the Dead Pool, Kombat Tomb, and The Pit areas!

To do either of these finishing moves, you can only use kick on that round. Distance does not matter with these cool moves which are a good alternative to fatalities.

BE MY FRIEND!

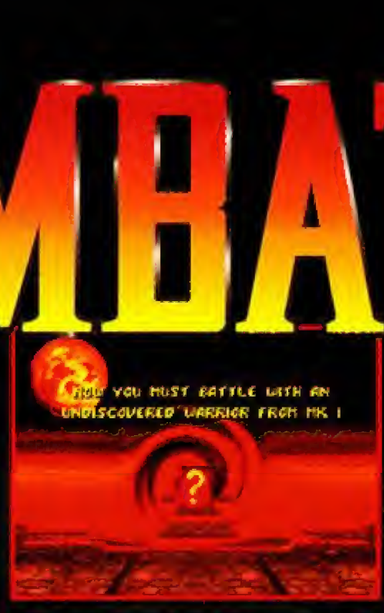
YOU BIG BABY!

ADDED FEATURE: A GROUP BATTLE!



Hold down the top L and R Buttons on Controller 1, and turn the game on. You will get a different intro. Keep the buttons held and you can have a group battle. Each player picks four fighters and when one is defeated, the next one jumps in. In this mode, it's the best two out of three!

LIKE THE ARCADE, IT'S ALL HERE!



Everything from the arcade version is in this Super NES home version! The hidden characters (Smoke and Jade above, Noob Saibot below), how to get to them, the "Toasty" man—everything has been retained! And, yes, even the BLOOD!

OTHER OPTIONS: RANDOM FIGHTER SELECT AND DISABLE THROWS

To have a Random Select, press UP then START at the Fighter Select Screen. To Disable Throws, both fighters should press DOWN and High Punch (Y on the default setting) until the match starts.

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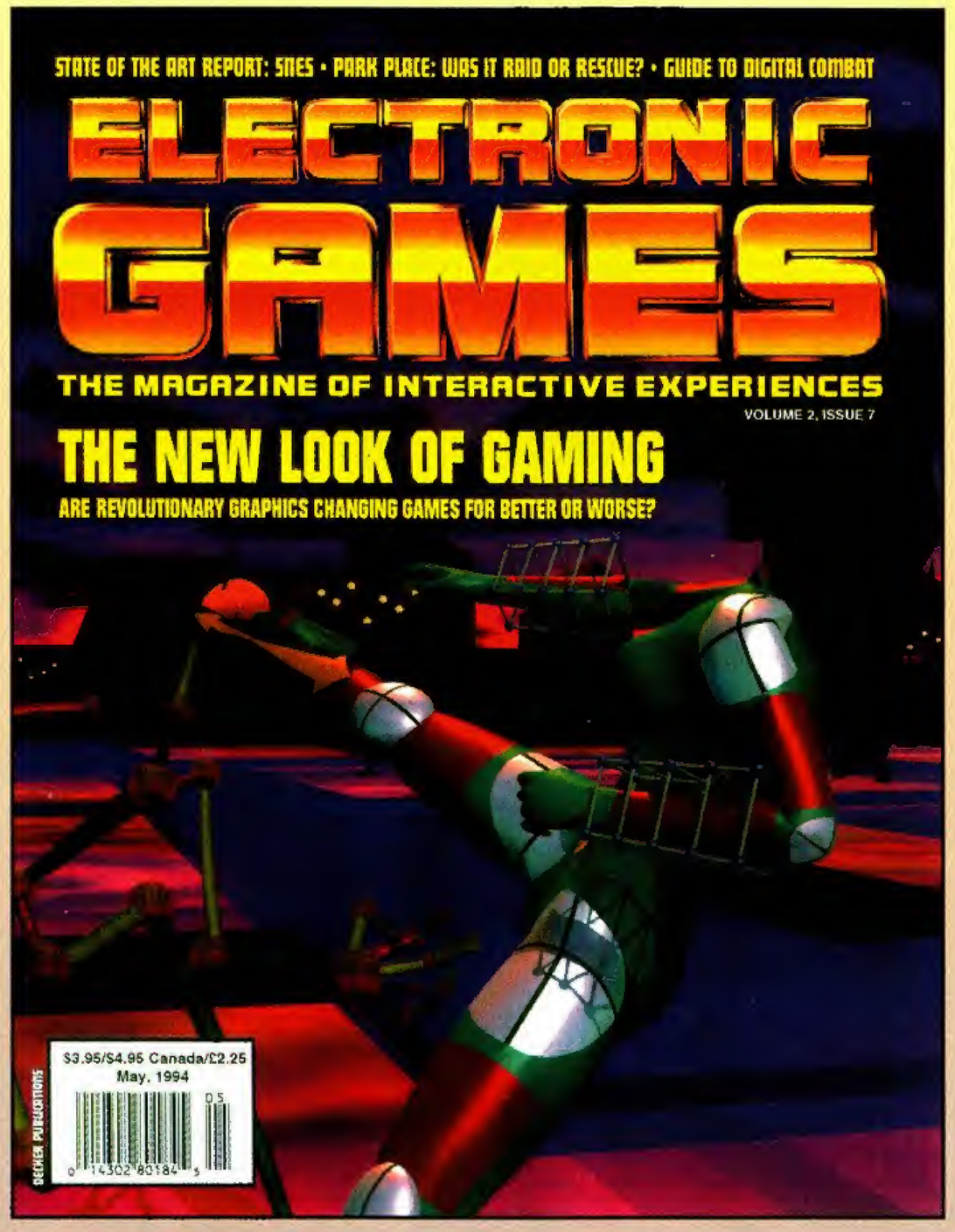

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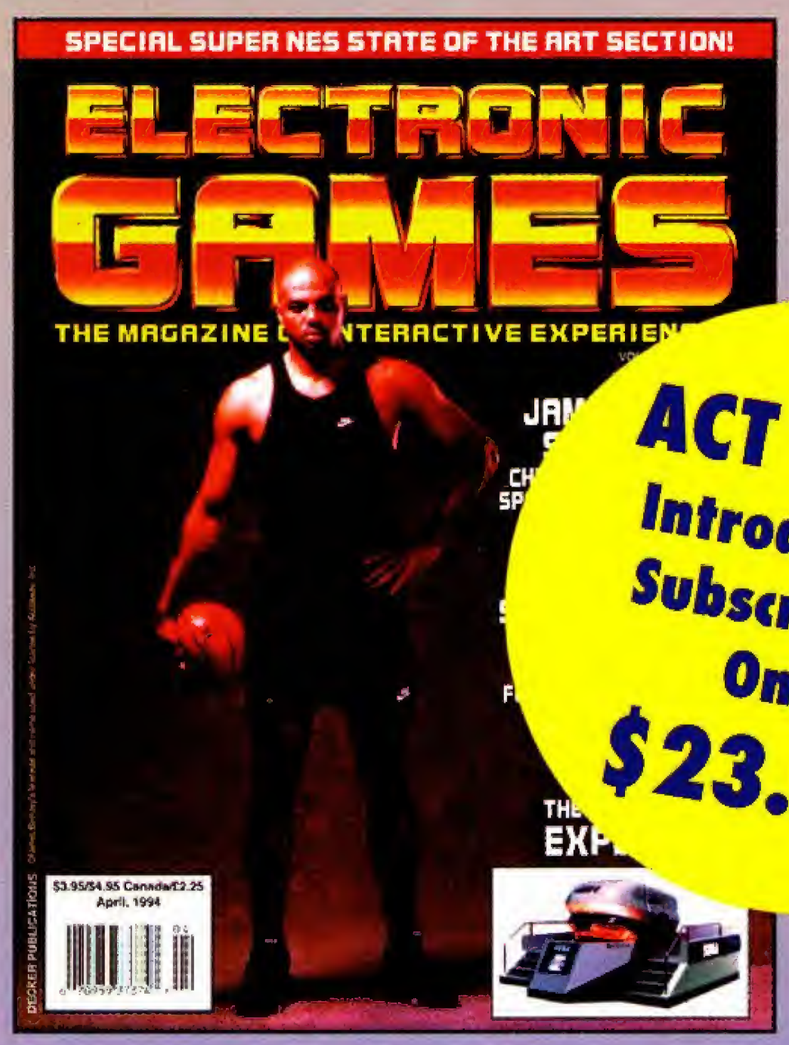

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It's Not Over Yet!

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RYU

Ryu walks off in search of a new challenge.

KEN

Ken marries his sweetheart Eliza.

GUILE

Guile spares M.Bison and goes home to his family.

BLANKA

Jimmy Blanka finds his long lost mother.

DHALSIM

Dhalsim leads a new life with his 3-year-old son.

E.HONDA

E.Honda eats nabe with his new students.

ZANGIEF

Zangief dances a jig with his best bud Gorby.

CHUN LI

Chun Li hits the clubs and busts the bad guys.

SUPER STREET FIGHTER II

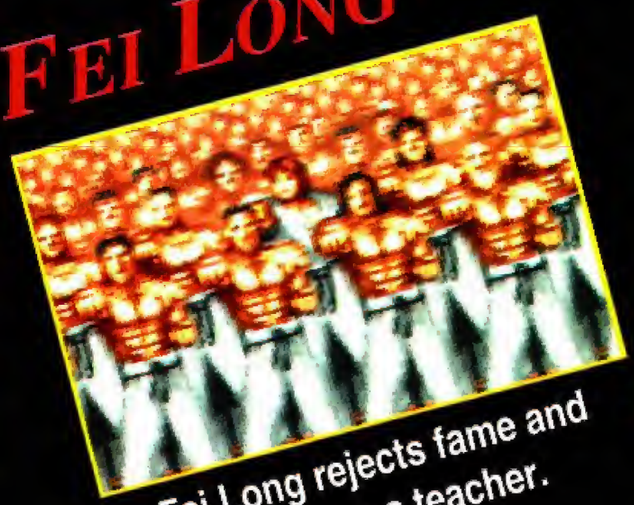
CAMMY

Cammy discovers her torrid past with M.Bison.

DEE JAY

Dee Jay finds his rhythm and wows the crowds.

FEI LONG



Fei Long rejects fame and becomes a teacher.

T.HAWK

T.Hawk vows to rebuild his desolate homeland.

BALROG

Balrog finally fulfills the American Dream in style.

VEGA

Vega returns to his home and praises himself.

SAGAT

Sagat vows to never underestimate Ryu again.

M.BISON

M.Bison rules the world with an iron fist.

they've got
claws
they've got
venom
they've got
teeth
you've got
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